

ARMAGEDDON

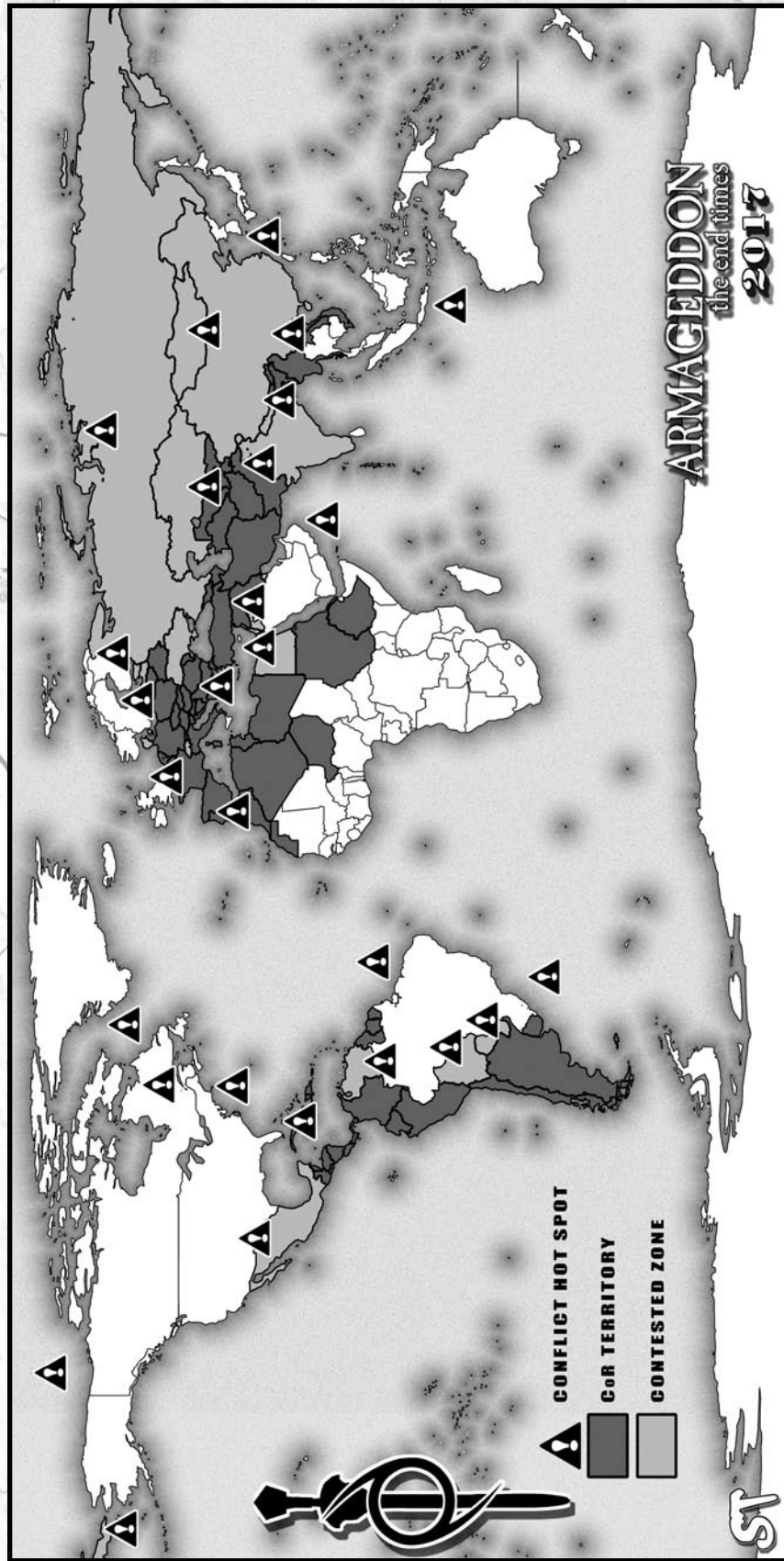
the end times

ARMED FORCE



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EDN5002



ARMED FORCE

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Chapter 1: Marching To War

Anyone who has ever looked into the glazed eyes of a soldier dying on the battlefield will think hard before starting a war.

—Otto Von Bismarck



Chapter 1

First Lieutenant Michael Toleski, Air Force, stared between his feet into the abyss of blurring lights below. He would never admit it, of course, but he always got the heebie-jeebies sitting out on a Little Bird's skid sills. It just seemed too much like sitting in a sideways-moving flying chair for his comfort.

Deciding it was best not to look down anymore if he planned on keeping his dinner where it belonged, Toleski turned slightly to examine the figure to his right. According to her file, Jessica Rains had only recently turned eighteen, which meant she did not have any experience or training beyond the basic boot camp bull they put "spookies" through these days. At first Toleski had been less than thrilled to have an unproven youngster on his team (and a woman to boot!), but after watching her at the Nevada proving grounds and seeing what she had done in the blind ESPer test, he'd begun to come around to a new way of thinking.

It did not hurt that she was easy on the eyes, either. Damn, what was he thinking!

"Thinking is right," her eyes seemed to laugh, as her knowing smirk turned towards him.

He had been briefed on how some Seers could read ambient thoughts, and yet he still had been stupid enough to let his mind wander. Thankfully, Jessica did not seem offended — or perhaps her amusement outweighed her disgust. Either way, Lieutenant Toleski decided watching the dizzying lights flash by in the darkness of the cordoned slums below was preferable to learning if Jessica was still eyeballing him.

Just as his stomach began to flip-flop from the view, the copilot's hand reached out to tap Toleski on the shoulder. "We're here" came the copilot's voice in his passengers' earpieces. "Clip on and get ready to deploy." As they had been trained, Toleski's five operatives linked their ropes to the rappelling hooks above the helicopter's two doorways and waited for the word.

"Go, go, go!"

The lieutenant's boots hit the roof's blacktop first, and as the other five touched down the helicopter turned away into the night, its black form quickly disappearing into the night.

The lieutenant signaled for the team to move towards the roof's sole doorway. Sergeant Goldstein, a giant of a man taken straight out of Ranger School, covered the banged-up metal door with his MSAW, while Petty Officer Harper, a demo-man from the Teams, lined the rooftop with C4 charges and M18 mines before blowing the door's lock with a small popping charge. The ex-Force Recon sharpshooter, Gunny Dell, trained his silenced P-90 across the roof's expanse, wary of surprises.

All the while, Jessica — contrary to her teammates' severe readiness — seemed relaxed and aloof.

After blowing the lock, Harper stepped aside so Goldstein could muscle through the doorway, his bulk moving with surprising grace as he scanned the interior. After signaling the all-clear, the sergeant allowed Dell to move past him into the point position.

Their target still unfound following their sweep of the top floor, the soldiers descended the stairwell to the next level below with Dell taking the lead. As the Marine's boot softly fell on the last step before hitting the mottle floor, something surged from around the corner and sped past him in a blur. Whatever the blur was had everyone else wondering if they're eyes were playing tricks on them right up to the moment, mere heartbeats later, when Gunny Dell's body slumped to the floor with a vulgar flop, his torn throat bleeding his life onto the dust-caked linoleum.

"Welcome to my parlor, little fliessss," said a low, sibilant voice from the darkness.

Sliding his night vision goggles down from his forehead, Toleski's world became one of greens and blacks as the device translated faint light into enhanced images. Revealed by the goggles, the lieutenant gazed upon Dell's killer, and a shiver ran down the hardened veteran's spine. Gasps from behind told the lieutenant his team had likewise turned on their goggles to view the killer. Toleski gagged at the sight, and found himself wondering how he had missed the stench of the creature's nest.

Hunched upon a pile of corpses opposite the stairs rested the voice's source, a figure draped in the concealment of tattered rags, its

Marching to War

impossibly long arms falling upon it sides to caress several bodies beneath it. Even sitting on its haunches, Toleski could see the thing would stand well over six feet were it to stand up.

The floor stretching before and between the remaining soldiers to the creature showed the skeletal remains of plaster walls that had once divided the area into various apartments, but had since been pulled down to transform the entire level into a single, sprawling chamber. Water dripped from pipes heedlessly torn apart, falling to mingle with the corpses dotting the floors, and heaped in corners and against walls like refuse.

"Where are my mannerssss, dear friendssss?" spoke the hollow voice from beneath the tatters. "It hasss been sssso long ssssince I've had anyone to play with that I have grown uncouth."

On cue, the bloated and rotting corpses throughout the nest twitched and began to rise with jerking uncertainty, as though the dead had forgotten how to move. A faint whimper sounded from behind Toleski. His team was on the verge of cracking and fleeing, and Toleski was not that far from doing likewise. But from somewhere deep within his will and experience he managed to summon the strength to hold his ground.

"All right, people, snap to!" The order grumbled from deep in his chest with a confidence he was not entirely certain he felt. "We've got a job to do, so don't take those fingers off the trigger until everything in here is either burned, bleeding, or broken." Satisfied by the sounds of shuffling weapons being raised to bear behind him, Lieutenant Toleski even managed a defiant grin as he lifted his own weapon to sight down its length. Jessica would not be the only one proving her mettle this night, he thought with a final prayer before pulling the trigger.

Introduction

Armed Force is an **Armageddon** resource for players and Chroniclers alike, answering many questions concerning the opposing fighting forces in service to America and the Church of Revelations. While providing some new information about the events of the End Times, this book's primary purpose is to supply new tools for an **Armageddon** game, especially those of a military nature.

A Caution to all Members of the Military, Past, Present and Future, and to Military Enthusiasts

The author fully recognizes this book will contain some discrepancies with actual military practice. Also, some information is purposely absent, or has been simplified to conform to the Unisystem™ game system and to the general necessities of trying to hammer reality into a format that allows for fun, fast role-playing. As such, the author begs your forgiveness and hopes you will not unleash Leviathan's curse upon him.

Chapter 1

Summary of Chapters

Chapter 1: Marching to War is a brief introduction to this supplement's contents and intentions.

Chapter 2: Operations' Status summarizes the current state of the world's more notable and pertinent military forces. Information on the state of various regions of the world, especially concerning who is fighting where and what type of missions are commonly being conducted, is also found in this chapter.

Chapter 3: Roles presents new character concepts, Qualities, Drawbacks, skill uses, archetypes and Character Types for playing normal humans in Legendary and Mythical games, along with details on how Cast Members can join America's Armed Forces and what their duties and goals are likely to be. Some basic information on unit size and structure is also presented in brief.

Chapter 4: Rules of Engagement offers expanded combat rules, including martial arts, booby traps, information on environmental conditions and hazards, and some common battlefield maladies.

Chapter 5: Tools of War presents an arsenal of new weapons, vehicles, and munitions, as well as field equipment any soldier would welcome. Also included are some expanded explanations on how to handle weapons a bit more realistically, including details on the differences between weapon guidance systems, and artillery and tank munitions.

Chapter 6: The Army of Revelations is an in-depth look at the Cult of Leviathan's war machine, broken down into its assorted Services. Statistic capsules on various types of soldiers are also provided to save Chroniclers time.

Chapter 7: Metaphysics of Battle is filled with new Invocations and Magic effects, Taint rules and Powers, and Taint traits for equipment and the like.

Chapter 8: Beasts of War provides more creatures of the End Times, including monsters that serve the will of Leviathan.

Chapter 9: War Stories not only presents a series of short adventure ideas, but also tips and suggestions for the various type of military campaigns a Chronicler may run and some tables for quickly rolling up random military adventures.





**WE'VE GOT THEIR
NUMBER, BUT
WE STILL NEED
YOUR HELP TO WIN!**

**BUY
WAR BONDS!**



Chapter 2: Operations' Status

I have nothing to offer but blood, toil, tears and sweat. You ask, what is our policy? I say it is to wage war by land, sea, and air. War with all our might and with all the strength God has given us, and to wage war against a monstrous tyranny never surpassed in the dark and lamentable catalogue of human crime. That is our policy. You ask, what is our aim? I can answer in one word. It is victory. Victory at all costs. Victory in spite of all terrors. Victory, however long and hard the road may be, for without victory there is no survival.

—Winston Churchill



Chapter 2

Colonel Redman's bloodshot eyes scanned the map sprawled before him atop the scarred, wooden table. For two nearly sleepless weeks his forces had been falling back towards Spain after failing to retake France. General Mandell had been killed nearly a month earlier during the escape from Paris, leaving the colonel in charge of a force that suffered from more problems than he knew how to handle.

Most of his forces' equipment and weapons had been left behind to speed their retreat. With no time to destroy it, the equipment, no doubt, now lay in their enemies' hands. To make matters worse, the Army of Revelations' armored cavalry and strike fighters were dogging his heels, further slowing his forces, and he had too many wounded and not enough vehicles to carry them at any pace he could even jokingly call acceptable. Soon, he knew, he would have to decide whether or not to risk his entire force by continuing at their current slow progress or to cut the wounded loose to fend for themselves in order to save as many men as possible.

No, Colonel Redman was not enjoying his new command.

The information coming from SATCOM still proved erratic – the colonel's staff believed the AoR had begun shooting down satellites – but the most recent communiqué placed the evacuation fleet on schedule for the rendezvous in La Corufia. Redman envied the remaining British portions of the shattered Expeditionary Force their short trip home. Submarines would likely harass his own forces and the other American soldiers across the Atlantic, while the Brits were just a hop, skip and a jump away from safety across the English Channel to the north.

His eyes fell back to the map and glazed over in concentration. It was much easier to ignore the bustling throughout the abandoned barn serving as his command post than it was to ignore the moans of the dying soldiers outside. "Major Caufield," Colonel Redman called at last, "any word from our rear guard?"

Beckoned by the question, the road-weary major stepped from under the hayloft, his shadow falling across the map. "Yes, sir. This morning, Major Nichols reported his Rangers had collapsed the last bridge through the Pyrenees behind us, while Lieutenant Chalmers of the 22nd SAS managed to capture an enemy SAM truck outside of Tarbes and swatted down a few of those Mirages hammering our heels. They had to abandon the position soon afterward, and Chalmers is now preparing to blow a fuel depot that's supplying some of that armored cav moving to harass our northern flank. The Rangers, who have set up a nice surprise for our enemies in the mountain pass, have asked that the boys from 10th Division be sent back with some Semtex to lend a hand."

After quickly surveying the map to settle Major Caufield's words in his mind, Redman approved the plan. "Send a full platoon, and give them enough explosives to bring down a mountain. The demo charges are just slowing us down, anyway." Without waiting for Caufield's inevitable salute and departure, Redman went back to studying the map. Without the Pyrenees' cover, the haggard colonel knew his troops would soon be easy targets for enemy aircraft and artillery airlifted over the mountains.

It was only a matter of time.

Colonel Redman could not help but stare at the map and the red lines representing its roads, wondering how far he would manage to march his troops before he had to leave the wounded behind in any house, barn, or ditch that could possibly hide them from the enemy. They would not have a chance in hell of surviving on their own, but to save the rest Redman would have no choice but to abandon them along the route at some point. It was inevitable.

No, he did not relish the responsibilities of his new command at all.

Operations' Status

The world of *Armageddon* is one ceaseless battlefield. Few nations of note have escaped the conflict that marks the End Times, and young children cannot imagine what it means to be at peace. Everyday life as it once was no longer exists. Now, angels and demons alike tread the Earth, fighting for and against mankind, while Magic and even stranger powers straight out of fiction are now a matter of course, and vast armies roam in and out of countries at will.

Many of the Earth's civilians have answered the call to arms against the Church of Revelations, whether on their own or as part of an army, and while independent individuals working against the Great Evil occasionally swing the tide of events in the great war, it is indeed the massed armies that continue to keep the Darkness in check. Through it all, mankind has been forced to pick a side, for reality can no longer afford neutral parties.

The war for everything that ever was and ever shall be is at hand, and in this war, there are no such things as sidelines. In the End Times, there are only front lines.

When the Military and Paranormal Collide

Since the coming of the Dark Apostle, militaries the world over have come to terms with all manner of supernatural beings walking the Earth. However, Magic, psychic insight, and beings that can shred tanks with their hands are not easily rationalized, even by the most open-minded soldier. This denial initially worked in the Army of Revelation's favor, as entire battalions ground to a halt in disbelief when faced by an enemy that employed such tools as readily as other armies used bullets.

The lessons learned by the failed European campaigns had not yet quite sunk in by the time the AoR pushed up from South America, but that final kick in the pants set everyone on the right course. Now, angels, demons, Magic, and

the like are all regular elements in a commanding officer's daily situation briefings. This acceptance entailed sweeping revisions to military doctrine, especially where security was concerned. What can a regular human sentry do against a creature that can put him to sleep or kill him with a thought? How can such beings be kept from entering what are otherwise the most secure facilities on Earth? The humans found their answer in acquiring new, unorthodox allies.

Although most commanding officers remain somewhat skeptical of just how far a supernatural being may be trusted, especially in matters of national security, this prejudice has prevented very few from realizing how woefully unprepared the military is at facing such threats. Thus, civilian "specialists" have been contracted to prevent mystical spying on closed-door planning sessions, to seal arsenals against saboteurs, and to guard against mind control—not to mention countless other hazards that have not yet occurred to anyone.

And yet, the military watches all such individuals—called "spookies" behind their back—as carefully as any enemy in their midst. As few can fully come to terms with things so incomprehensible to their reality, fear and suspicion linger—which is why it has taken so long for the Joint Chiefs to begin experimenting with units like H Company (pg 47.) Necessity breeds innovation and acceptance, however, and the military is slowly accepting the unusual nature of the battlefield realities they now face.

They have no choice if they want to win. And failure is not an option.

Theaters of War

The circumstances of the war differ around the world, and resources on both sides vary by demand, availability, and strategic importance. In 2016, the world reached a sort of equilibrium—battle lines rarely shifted, strategies stalemated, and neither side appeared to make much headway. Allied and AoR forces alike have

Chapter 2

used the lull to reinforce their current positions with hardened fortifications and more reliable troop and supply lines, but America fears the AoR has also used the time to develop new weapons.

Each theater has its own particular characteristics, the elements of which are determined by everything from terrain, and amount and deployment of troops, to local politics. Each front is a unique environment, a different beast that must be tamed in a way distinct from the rest. The following sheds some light on those details, within which Chroniclers will find many ideas for adventure.

North America

The United States and Canada are veritable fortresses against the Church of Revelations and its ravenous armies. Unlike its southern neighbor, Canada has remained comparatively unscathed because America, the only nation to share its borders, remains unoccupied. The US, on the other hand, is besieged from South America through Mexico. If America should fall, the Canada-US border is simply too wide to hold, and the Great White North will fall in a matter of months. Similarly, if Russia cannot hold out, Canada will fall under attack across the Bering Straight through Alaska. In preparation, both the US and Canada have begun lining the Alaskan coast with fortified sea walls reinforced with missile, artillery, and anti-aircraft batteries.

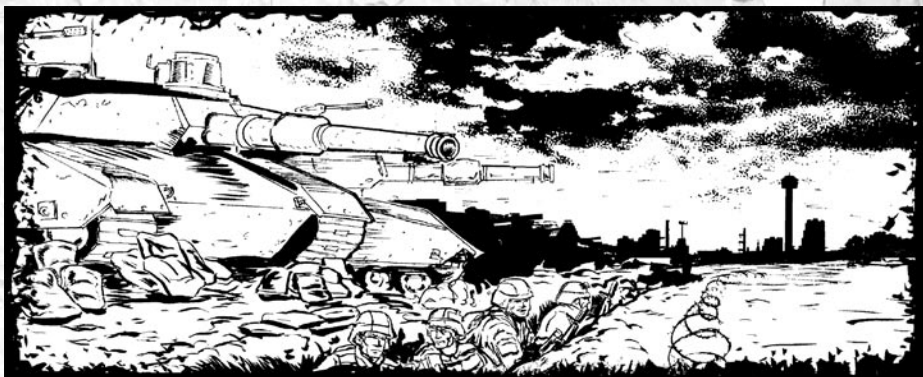
Although North American remains free (so far), not everything is going well. The Quebec Separatists have upped their terrorist campaign against the Canadian government, using the increased mobilization to the Mexican front to strike at military targets in transit. With fewer soldiers at home to keep an eye on things, these terrorists have caused severe political damage to the Prime Minister and his decision to stand firm beside Canada's allies. Recently, the Separatists have taken to assassinating or kidnapping Members of Parliament and other high-profile individuals to keep the government off-balance and to spread fear. Some of Canada's more

valuable contributions to the war effort, that of providing supplies and lending its manufacturing capability, have been hit especially hard by Fifth Columnists and Separatist saboteurs. Joint Task Force 2 and the RCMP have done all they can to contain and squash these dissidents, but moles and sympathizers within the government and police have (largely) kept the terrorists one step ahead.

America suffers a similar problem due to fewer cops being on the street to deal with the heightened fear and chaos. Many police officers have enlisted, and those that remain are stretched too thin to patrol their entire district without putting themselves and their comrades at undue risk. As such, the state of martial law existing in many cities—even after the Safety Ordinances were repealed—is largely unenforceable, and far too many streets are rife with crime and violence. American society is still reeling—politically, emotionally, and spiritually—from far too many things, ranging from the Safety Ordinances to war knocking on the country's doorstep, to easily recover without the funding currently earmarked for the military.

Despite a level of patriotism unknown for decades, the average American lives in fear—fear of what the Church of Revelations' existence implies for their own faith and creed, fear of what will happen if the enemy should gain a foothold in America, and fear of what one's fellow Americans are capable of in their desperation. Vigilantism is almost as rampant as crime, while religious crackpots and political opportunists chip away at the nation's remaining strengths, using everything from claims that America is finally paying for its many sins to declaring independent city-states and micro-nations within the USA's borders. Even the government is not immune to this fear. Security and internal watchdogs are at an unprecedented level of awareness against spies, saboteurs, and coups against the current administration following earlier incidents of treachery and unrest.

National Guard units, besides being sent to fight in Mexico or waiting in staging areas around the country, have also been deployed to help police the cities,



assist with dissolving illegal splinter kingdoms in isolated towns, and to chase down the growing number of bandit gangs and separatists that prey upon commuters and essential ground freight. Such activities and increasing exposure to the paranormal is quickly hardening most "weekend warriors" into cold professionals.

Making matters worse, all intercontinental commercial flights have been cancelled for the foreseeable future, and domestic flights are forbidden in several areas throughout North America. The rare permitted flights are heavily protected and operate under unprecedented security since, during the war's early days, terrorists downed several planes with bombs. Additionally, military transports now fly with at least one fighter escort because Fifth Columnists shot down a few with portable AA missiles. Despite the difficulties in providing safe flights, it is hoped that increased air cover will soon see the airports re-open their doors to the public.

International shipping has been halted by enemy submarines in several regions, while other water lanes only operate under heavy escort, drawing valuable Navy resources away from direct battle with the enemy. These unavoidable restrictions on cargo transportation have further harmed an already suffering economy, yet a remedy remains out of reach. Even the thick sonar nets now ringing North America have not proven infallible, meaning ships that remain close to the shore and only move between nearby cities continue to remain at risk as well.

To deal with these problems, Air Force aerodromes have sprung up like weeds to extend flight times and patrol

range with the hope of preventing further Predator stealth attacks and submarine incursions. Dozens of new, long-range radar stations have also been established along the coasts and borders, creating an overlapping early warning system. These defenses can only be erected so fast, however, and are the constant target of saboteurs. It seems America will have to get used to the idea of the war sitting on their front door, no matter how the government tries to spin the facts.

The Mexican Front

With more troops arriving on both sides of the border every day, America's attempt to retake Mexico has thus far been a slow if encouraging process. Commanded from nearby Fort Hood, the American-led forces are faced with an enemy-holding action, as armored columns conduct sorties against the AoR's positions and air support hammers away overhead. It seems these probes are working, though, because the Third Army has begun relinquishing ground slowly and the latter's reserve units are already pulling back rather than moving to reinforce the units assigned to the line.

Although the US attacks are still just getting underway, if the enemy continues to pull back, even if only sporadically, the invasion will continue to gather steam. Once Mexico is retaken, the American, Canadian and British force will move straight through to meet up with Brazil's besieged army before pushing on to Argentina.

Chapter 2

Central & South America

Much of Central America nominally rests in the Church of Revelations' hands. The CoR's leader in the region, El General, concentrates on building staging points for strikes against the United States, constructing endless miles of fortifications to fall back into should Mexico fall, and uniting the downtrodden citizens under the Mark of Leviathan. If nothing else, the oppression and poverty that existed long before the CoR ever came along has provided the Army of Revelations with an abundance of willing volunteers seeking a better life.

Not everyone is content under the CoR's rule, however. Economic, political, and social stressors existing since before the conquest remain unresolved and with the Magic Generation came a return of ancient spirituality that opposes the Church or Revelation's tenets and goals. Individuals able to speak with and command the rain forests' spirits now use the Church's own tactics against them, employing propaganda and displays of their abilities to create an underground resistance that heeds the lost ways of old rather than the new ways of Leviathan's evil.

As the CoR's lynchpin on the southern continent, Argentina is fortifying for the coming war and is the center of the Clergy's opposition to the shamanistic movement that seeks to undermine the Believer Cult's spreading. El General is cranking out troops as fast as his boot camps can train them, while work teams of criminals and Gentiles construct checkpoints and fortifications. Brazil's Batalhão de Forças Especiais has been giving the Third Army a great deal of trouble in this regard, forcing the AoR to increase patrols and garrisons in northern Argentina, Bolivia, and Paraguay.

Buenos Aires, being the Supreme Archbishop of the Church of Revelation's seat of power, is controlled with a steel fist that gives the term "martial law" new meaning. Although travel papers are required throughout all El General's

domain, Buenos Aires has an early curfew that only papers personally signed by El General or the Archbishop can bypass. Armed soldiers guard every corner, and businesses and trade are only allowed to operate to the minimal extent needed to survive. Anti-aircraft emplacements ring the city and dot rooftops even as main battle tanks roam the streets. At first it was thought El General was merely paranoid, but the CIA has since learned almost all the city's industries have been turned towards weapon production, making it the largest arms depot and manufacturer in the western hemisphere. If Buenos Aires were to fall, the Third Army would rapidly run out of munitions and supplies.

Only Brazil and small fragments of bordering Venezuela remain free, and they are slowly being crushed by sieges from all sides. Tanks and personnel carriers heading north to Mexico tarry long enough to raid into Brazil or disgorge AoR jungle fighters, even as detached ships of the Second Fleet pound the coast, cutting off most trade and impeding foreign aid. Even America's base at Guantanamo Bay, Cuba, had to be abandoned. It now serves as a staging point for the Air Wing's attacks aimed at Northern Brazil and the Southern US of A. As America initiates its first halting strikes into Mexico, USMC units in Miami and New Orleans are preparing to sweep across the Gulf to take Gitmo back. The AoR has anticipated this, however, and large coastal fortresses mounting massive anti-ship cannons, flak guns, and missiles now ring the coast. It will be a bloody battle, but just one of many to come.

British Isles

Besieged across the English Channel, the British Isles remain strong enough to send aid to their American allies. Britain's primary airbases have been augmented with smaller aerodromes secretly scattered throughout the islands to improve response time against missile attacks and air raids. Much like a reenactment of the Battle of Britain, en-

Operations' Status

emy planes are once more intruding into British skies, while missiles and rockets swoop across the water to strike military and civilian targets. American Patriot systems now line the islands' southern coasts (although the missiles are in short supply and high demand) to supplement the already impressive array of AA weapons and radar posts.

Many of Britain's veteran troops were lost during the failed invasion of 2011, necessitating "crash course" training programs to get new pilots in the air, sailors in the water, and grunts on the ground. America and Canada realize by keeping the European front alive valuable enemy resources and manpower that could be used against their own nations remain otherwise entangled, so they have sent their British allies what assistance they can, especially in the form of pilots and planes. However, getting the men and equipment to Britain has proven problematic, with Fleet of Retribution wolf packs and Fifth Columnist saboteurs sinking far too many supply ships for comfort.

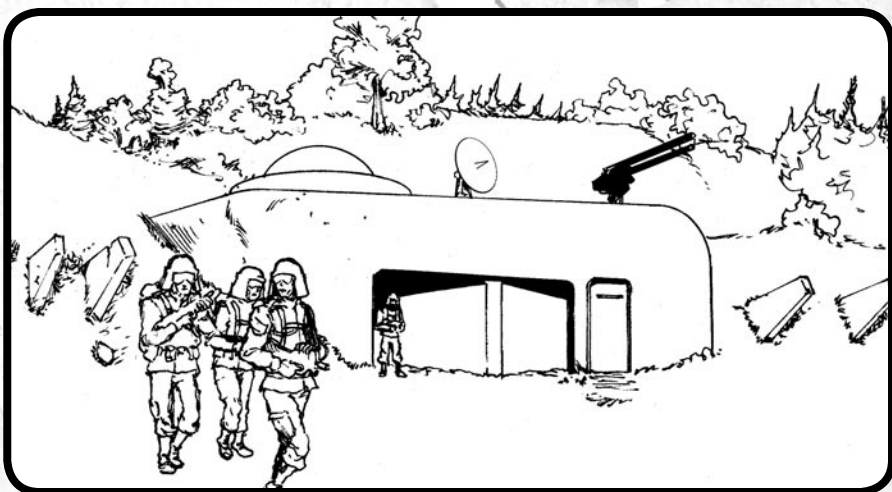
Fifth Columnists have also proven to be a major domestic problem for British authorities. During Air Wing raids, these miscreants break blackout protocols by using laser designators, lights, and reflective equipment to mark targets while smuggling intelligence off the island as heedlessly as they smuggle in the tools of sabotage. This has resulted in an increased police presence on the streets, especially during air raids, operating under an ex-

panded manifest of authority. House-to-house searches are becoming increasingly common, as is the requirement of special papers to enter important urban districts, especially those of military, industrial, and political significance.

Aside from the obvious threat posed by the AoR, citizens continue to worry and demand answers of Parliament concerning the growing encounters with creatures of folklore. Everything from Fey to dragons to Formorians and unremembered gods have appeared, some to fight alongside mankind, while others have aligned against humanity. The government thus far has very few answers, making it slower than its American allies to accept paranormal beings into its ranks. Hopefully, this suspicion will not be their undoing.

Europe

Germany and France are key points in the plan to retake Europe from the Church of Revelations. Not only do the two make unhindered passage from west to east impossible, but their coasts house a little under half the pens and naval yards churning out submarines and rebuilding the First Fleet of Retribution. Airfields also stretch across the northern coasts and ring Spain and Portugal, into the Mediterranean, providing thick fighter screens and air support for hundreds of miles in all directions.



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Following America's retreat through Spain, the CoR has emplaced coastal defenses around its shores, as well as those of Portugal, creating a bottleneck at Gibraltar with heavy shore guns and missile emplacements. In anticipation of a repeat of D-Day, France's weathered coastal emplacements have been transformed from museums into upgraded and reinforced positions that once more stare across the English Channel.

Likewise, the Channel Island fortifications Germany built during the last siege of England have been restored, expanded, and modernized into defensive positions intended to knock British aircraft from the skies while also offering ideal positions from which to launch rocket attacks. Anti-ship missiles sites also pepper the islands, forcing British shipping to hug Britain's southern coast where anti-missile batteries can offer them some degree of protection, although most shipping has been shifted to western ports in order to bypass the channel altogether, with most other commercial ships choosing to take the long way around Scotland. The Channel Islands will be the first major obstacle of any landing in France unless the Allies are willing to land at Cherbourg and slowly fight their way inland down the heavily defended Cotenin Peninsula.

Along France's eastern border, the Maginot Line has been extended from coast to coast, beyond its original limits. The old forts have been updated and re-armed, while new positions may be found along its extended length. Each fort is armed with a number of heavy and light artillery pieces, grenade launchers and machine guns, with roads, footpaths, and a devoted, miniature subterranean rail system for transporting personnel and munitions connecting them all.

The Maginot Line's forts, which benefit from natural defenses as much as they do their heavily reinforced walls and bunkers, are found every 3 to 5 miles (4.5 to 7.5 km), with anywhere from 100 to 1200 men stationed in each. Vehicle and foot patrols fill the spans between, as do stretches of razor wire, fencing, mine fields, and any

number of other instruments of detection and death. Unlike the Maginot line of old, however, the newly revived defenses also point into France, truly splitting Europe in two and allowing the AoR to defend against attack from either direction. Construction has also begun on extending the line around Germany's southern edge by blasting forts and gun emplacements from the Alps, the idea being to create another line of defense around the Church's seat of power.

In Germany, Berlin has been reduced to a shadow of its former self. Although still largely populated, the political capital of the nation—indeed, of the entire Church of Revelations' entire empire—has been relocated to Munich, now viewed as a holy city. Limited to the most strident of Believers, Munich is the new Rome—all roads figuratively lead to and from it, like a bloated spider at the center of a dark web that seeks to ensnare the world. Gentiles seeking to enter Munich require special passes only issued by the Soul Police's Ecclesiastic Branch. Concentric rings of defenses now surround the city, ranging from concrete walls topped with razor wire to minefields and ground sensors coupled with countless anti-air sites. The Gifted can sense Munich from miles away, like a festering wound in the flesh of reality, a wound that is slowly bleeding its corrupt puss into the very soul of the Earth.

Austria, Hungary, the Czech Republic, Poland, and most of Eastern Europe are also in the Church's hands, although many such nations are currently of too little importance to warrant the sort of manpower needed to fully quell resistance. When other fronts crumble, however, a complete pacification will surely follow. Until such time, the AoR maintains what control it can while the Clergy continues to spread the word of Leviathan and pacify through conversion.

Like Britain, most of Northern Europe—Norway, Sweden and Finland—remains free of the Church. Their freedom temporarily assured, these nations have dug in for the long haul, pooling resources with their British neighbors to

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recruit, train, and equip as many able-bodied citizens as possible. Elite units such as the British Special Air Service and Sweden's famed Fällskärmsjägarna (Airborne Rangers) lead these efforts. Outnumbered and outgunned, what little remains of Free Europe considers better training, motivation, and unbreakable resolve to be their best recourse. It helps that Northern Europe is undergoing a religious revival of sorts, but not along the lines the CoR would prefer: with the return of ancient gods for all to see, the Nordic nations are remembering their lost heritage and are turning to faiths that have granted them the power to fight back. Thor is especially popular in the region, especially following his sinking of the First Fleet.

Surprisingly, a most unlikely source has been causing the First Army and European Soul Police a great deal of trouble: the gregarious and unrepentant Roma. Looked down upon for centuries as little more than con artists, thieves, and uneducated beggars, the Magic Generation has gifted these nomads with powers in numbers unseen in most other cultures. Seers and Magicians abound, and that gives the Church pause. Ironically, most Roma would have been content to let the situation play out its course without their interference had the CoR not taken steps to force them into choosing sides. After the pogroms to eradicate them began, most gypsies went to ground and joined the partisans. Now they are a constant thorn in the Church's side, from Russia through to Spain, and their knack of foresight has preempted many a Believer's plotting.

Mediterranean

Most nations lining the Mediterranean and Adriatic Seas constitute the Conquered Territories. Ruled by the sadistic Dark Imam who holds court in Istanbul, the region has seen some bitter fighting as partisans carry out ceaseless raids from the countless valleys and caves permeating most nations along the moun-

tainous shores. The AoR's Mountain Legion spearheads most counterinsurgency actions, using their expertise to lead the grunts against partisans born to the area.

As the Catholic faith's seat of power before the nation fell, most of Italy remains in turmoil. Vatican City has been stripped of its icons and crucifixes, only to have them replaced with the Mark and relics of Leviathan. The Holy See's great library of knowledge and artifacts, which almost certainly held forbidden lore Mother Church hoped to keep safe from those who would misuse it, now rests in the Church of Revelations' hands. Ironically, by keeping all that knowledge under lock and key at the Vatican, the Catholics did exactly what they sought to prevent. Now, the See remains under heavy guard as CoR priests and some of the 1st Science Company's best and brightest work endlessly to unlock that lore's mysteries so that it may serve Leviathan.

Rome itself is a charnel house. Skeletons of people and buildings remain where they fell as a reminder to Leviathan's opposition what fate awaits them. Only Believers and their servants may now walk the ancient city's streets unmolested, but even the least sensitive among them feel uneasy from the disquiet and invisible, teeming force flooding the city. Almost as a reminder of the price of arrogance, the massacre of the Pope and the host of angels in 2015 has left its mark on the city, transforming all of Rome into one of the world's more potent Places of Power, although it remains to be seen if the effects are permanent. Yet the Dark Apostle takes no chances, locking the city down to prevent the energies from being used against him—he has the Dark Imam watching Rome like a loyal guard dog.

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In Greece, the return of Zeus' pantheon greatly concerns the Dark Imam. The Olympians have long taken mortals under their wings and have now lent the might of thunderbolt and Magic to that of bomb and bullet, resulting in an unprecedented number of humans embracing these Old Gods as spiritual patrons, not to mention the numerous Inheritors and Avatars. Considering Turkey willingly joined the Enemy, most Greeks have been more than willing to take up the fight, resulting in all of Greece and most of Macedonia becoming little more than a single battlefield with few locales untouched. However, the gods' return has also reawakened many of Greece's ancient sites, turning trickles of Essence into full-blown Places of Power, lending those who serve the pantheon added strength that is beyond the ability of the average AoR soldier to tap.

Asia

The Fourth Army out of Vietnam has conquered much of Asia and now, under the Lady of Jade's command, has set its sights on the remainder. Losing China and India may well be the heaviest blows the CoR has thus far suffered. Considering those nations' combined population, total conquest would result in enough conscripts to found a Fifth and possibly even Sixth Army of Revelations! Thankfully, much as they had against the Japanese during World War II, the Chinese people have formed an unflinching resistance bolstered by the People's Army's tattered remnants and the land's numerous secret societies. Still, the People's Army's surviving heavy equipment has been rendered nearly useless by the Air Wing's near total control of the skies—too few MiGs remain in Chinese hands, and their fuel and munitions supplies are rapidly depleting.

While most major cities and industries have fallen, the countryside is largely free and wild, making it dangerous for AoR troops to travel in units smaller than platoons. Even the supposedly conquered cities are not free of unrest. Despite most of the reliable jobs now being in CoR-controlled factories, many workers continue to sabotage the war effort by producing flawed vehicles and weapons. Unfortunately, individuals cannot maintain such tactics for long before being replaced by any one of countless people looking to do the work properly out of newfound loyalty to the Church of Revelations or due to a desperate need to survive at all costs.

Shanghai and Hong Kong, despite suffering near constant attack, remain free. Like eyes of the storm, the two cities skirt the war's edge and are overflowing with spies, saboteurs, and all manner of disreputable people looking to benefit from the confusion. Black Dawn teams stationed at both ports work alongside the American and Japanese forces maintaining the cities' security to counter the CoR's agents while toiling to keep the supernatural monstrosities that stalk the ports' nights at bay.

Ironically, some of Asia's more successful resisters are the people that its greater nations have long oppressed or otherwise marginalized. The spiritualism that suffuses regions such as Nepal and Mongolia has granted the resistance incredible might. Kathmandu especially, despite having been hit hard, has held out by tapping into the great reservoirs of Essence that suffuse the region. The Sherpas have also joined the cause, using their vast knowledge of the terrain to sneak survivors of the Chinese and Indian armies to safety, while also acting as scouts and guides for raids against AoR troops moving through the region.

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In China, the once-outlawed Falun Gong cult has taken on a similar role, pointing out they had predicted the coming apocalypse and have long been preparing to fight back. Many such practitioners of the Magic Generation have manifested unique and potent spiritual abilities, although most followers of Falun Gong possess no such powers and are merely disciplined and dedicated to saving mankind from Leviathan (and itself.)

As for Vietnam, despite being a CoR member state, the reincarnated Viet-Cong are rallying against foreign invasion. The jungles once more teem with tunnel systems and secret bunkers that conceal troop and weapon movements that even the dense foliage above could not hide from thermal satellites and spy planes. From Shanghai and Hong Kong, the Japanese and Americans do what they can to supply the Viet-Cong, and several SpecOp units have also been sent in to lend all possible aid. Unfortunately, unlike in previous wars, there is no North Vietnam for the insurgents to fall back to, so the resistance is far more splintered and less effective, although it continues to play havoc with the AoR's efforts to reinforce their fronts, especially in China and India.

Thankfully, both Korea and Japan remain free and act as rallying and staging points for counter-offensives against the mainland Conquered Territories. Combined, these three nations now boast the most US aircraft outside of the Continental United States because they are too important to fall into enemy hands, and the first step to such conquest would be allowing the Air Wing to gain aerial superiority. Should the Air Wing achieve victory, it would be free to sink the supply fleets flowing from America, which would cause irreparable damage to the resistance efforts throughout Asia and Eastern Europe.

Despite America's resolve to win in Mexico, even the most patriotic of strategists cannot deny the Asian front is far more important to the global effort to resist the Church of Revelations. Even if America falls, the CoR will not

achieve anywhere near as many converts as they would with the taking of Asia. This is no easy truth to realize, because every American's concern is first for home, with allies and former enemies coming a distant second.

As for Russia and other former-Soviet states, they have done their best to hold out but the widespread wars and social and economic discord so pervasive before the Munich Disaster ensured little resistance met the AoR once they set their eyes east. What remained of the Russian military after the first few battles has gone underground—joined up with each other and partisans—to form the backbone of the Motherland's resistance. Some assistance has come from America via Alaska, and from Japan, but without a centralized government to deal with, neither ally can be sure their aid is getting to the places and people who can use it for the most good.

Little remains of Moscow but crumbling rubble. The First Army's Third Armored Division has made St. Petersburg its base of operations, from which it has rumbled east across Russia's northern borders, striking south when needed to choke off pockets of resistance. So far, elements of Third Division have penetrated beyond Noril'sk, in Siberia, but have stayed put while waiting on reinforcements. Once the reserves arrive, they will drive south and cut the country in half, joining up with the Fourth Army as the latter pushes into Northern China. So far, strong partisan resistance, despite the AoR's incredible firepower, has delayed its efforts to this end, as have spirits of folklore and nature, gods who fight Leviathan, and any man that serves the Mad God.

Africa

Much of Northern Africa has fallen to elements of the First and Second Armies of Revelations, but thus far the AoR has shown little interest in pushing farther south. With all its nations combined, Africa offers very little when compared to the nations along the current fronts.

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Certainly, Africa offers a variety of natural resources that would lend strength to the AoR's war effort, but right now other continents are far more important because such resources would currently be too costly and intensive to effectively extract. As such, most of Africa only suffers small probing actions and raids, although CoR agents are quite active, working to undermine existing governments and convert as many people as possible.

The CoR's underestimation of Africa's importance may turn out to be a huge mistake. Africa's wilds are a vast storehouse of mystic might: Places of Power, known only to shamans and bushmen, pepper the landscape beneath unassuming stones and within circles of humble trees. Magic lives and breathes upon Africa's plains and brush. It swells in its mountains and it bleeds through its rivers. Every day the CoR puts off assaulting the Dark Continent, the ageless forces and spirits now awakening across Africa grow stronger.

The gods of Khem have formed the core of Africa's Underground Movement, spreading word of their resistance through Inheritors, Avatars, and the Bast. The Khem intends to loosen the CoR's current hold in the north and prevent them from spreading their corruption by unmasking as many hidden Leviathan cults as possible. Meanwhile, they build their secret army even as Africa's remaining mortal forces believe the Mad God's storm will pass the continent by.

Aside from the nature spirits that seem to grow in number every day, and the increasing might of the Khem, the Yoruba's Orisha have also returned, although most of these "gods" are in fact Inheritors or Avatars. Of the true Orisha, Eshu-Elegba has thus far been the most active, using his wits to expose Believer cultists and plots. Ogun, god of war and iron, is also preparing by building great weapons with which to arm his people for when the End Times finally comes for the Yoruba.

When the AoR does commit itself to the African campaign, most everyone expects the attack to channel through

their northern strongholds, but some recent intelligence suggests otherwise. National Intelligence Agency operatives, with help from the CIA and MI6, have uncovered a frightening number of Believers amongst South Africa's Parliament and, from these traitors, they have found the location of a Believer cult that had been training and supplying Fifth Columnists on a scale thus far unheard of. This suggests the AoR plans to use Fifth Columnists to capture and hold a beachhead in the south. Such a surprise maneuver would allow the AoR to push inland from two directions, catching the inner nations in a vice. If this is indeed the plan, it may already be too late to convince anyone of the danger.

Middle East

From Turkey, the Second Army of Revelations conquered Iraq and Syria before being stopped at the Saudi border. Since then, the Free Middle East has fought a ceaseless struggle, with the lines shifting back and forth as both sides attempt to rebuild the damage to their forces while maintaining active troops at the front. Cut off through the Mediterranean and Indian Ocean by the CoR's occupation of Europe, Northern Africa, and much of India and China, the Middle East gets very little overseas assistance, save that which was stationed there prior to the invasion. This has forced the remaining nations to put aside their long history of political, ethnic, and religious turmoil and face their shared foe as a united army.

And yet, even with such a danger at hand, old animosities die hard and some fanatics and religious terrorists cry out against the new allegiances, doing everything to gain advantage over their old enemies, heedless of the repercussions. Although the addition of twenty thousand angels to their ranks has helped immensely on the war front, it has added fuel to the fanatics' fires, hindering the collective army almost as much as they lend it aid.

The Dingir's recent reappearance has made the situation worse because,

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tragically, not all the returned ancient Mesopotamian gods have chosen to ally themselves against Leviathan. Tiamat has lent her strength to the enemy, as has her son, Apsu, along with her general, Kingu. A confidant of the Dark Imam, Kingu is one of the Second Army's greatest commanders, and it is he who is designing the strategies intended to transfer the remaining Middle East into the Dark Apostle's hands.

As with the Dingir, the Cult of Khem's presence is drawing the wrath of the peninsula's more fanatical parties. Despite the entire Egyptian pantheon working to resist the Church of Revelations, the hard-liner Islamics refuse to suffer the Pagan Gods, and it seems the Free Middle East will soon need all the help it can get.

As the Second Army slowly tightens its hold on its Conquered Territories, more troops are shipped to the Saudi border where the battle rages hot every day. Largely cut off from aid, the Middle East's resistance is almost entirely self-sustaining, which means attrition will ultimately take its toll. Without consolidated purpose and aid, including that which the fanatics would seek to deny, the Middle East will not last much longer.

Australia/Oceania

The island cultures of Oceania have benefited greatly from their isolation. Hopping from one island to the next requires far more transportation than any of the Fleets can afford at the moment. Quite frankly, the logistics lie beyond the CoR's current ability. And yet, this is of no great concern to the Dark Apostle and his generals because the resistance such locales can possibly mount when the time comes will be minimal, especially when compared to the conflict found on the current fronts.

Of all the free nations in the region, Australia poses the greatest threat, and the AoR's lack of interest leaves the island country free to prepare as best it can. The Australian Armed Forces' preparations currently include an increase in both recruiting and weapons produc-

tion. The Royal Australian Army is also receiving American aid in upgrading its fleet with the latest weapons and equipment, and the Royal Australian Air Force is likewise being upgraded, although at a much reduced rate since the US began moving against Mexico.

All is not quiet Down Under, however. Believer Cults are becoming increasingly problematic, and the Fifth Columnists have sunk several ships bringing American and Canadian aid. It seems that escalating events on so many of the other fronts has forced the CoR to expedite its own covert operations throughout Oceania, including infiltrating Crimson Legionnaires into the Outback to find and kill as many Aborigines as possible. These slaughters greatly puzzled Army Intelligence for some time, until they discovered several of these clandestine slaughter teams torn apart. Now they know the Aborigines are not entirely defenseless, and it is likely the CoR is worried these Aborigine defenses may be used aggressively against them when the time comes to conquer Australia.

As Leviathan draws closer to the realm of man, the strings of reality that both bind and separate different versions of existence have loosened, allowing the domain known to the Australian Aborigines as the Dreamtime to spill over. For some reason, it seems this is of some concern to the Dark Apostle, although it stands to reason the Magic Generation's influence on the Aborigines is tied to the matter. A great power may be gathering strength in the Outback, and liaisons are currently approaching the Aborigines for aid, if indeed such (supposed) power is theirs to wield.

Not merely content to prepare defenses, Australia and New Zealand have been sending their SAS units into Southeast Asia for some time now, offering aid to the Viet Cong, Boxers, and numerous other resistance groups. From bases in Singapore and Bangkok, SAS operatives funnel intelligence back to Australia, where much of it is shared with the Free World. Not all the information is passed along, however; Australia has chosen to hold some in reserve so as not to tip their hand as to how



highly some of their operatives have become entrenched, and as much as they hate to admit it, so that the intelligence cannot be used against them should an ally fall.

Antarctica/Arctic

Under international agreement, these lands belong to no one, and lack of funding and shifting priorities has caused most nations to abandon both regions, save for a few radar stations to warn against “over the Pole” ballistic missile and air attacks.

The CoR has appropriated several of these abandoned scientific stations and reinforced them with military protection. Most such facilities have been transformed into isolation laboratories where the most dangerous and volatile of the AoR’s experiments may be conducted in relative safety, while other sites have been set aside for something different. Military intelligence believes the scientists at the latter science stations are looking for something, possibly artifacts or knowledge from a lost era, such as that which was once wielded by Ultima Thule and Atlantis. If this is so, such an effort would be disastrous to the Allies’ cause.

Open Water

The oceans and seas are no longer tranquil, and shipping lanes have dwindled to a few weekly convoys that sail alongside heavy escorts at great cost to the source

nations. The Fleet of Retribution has reopened and refurbished the submarine pens at Bordeaux, Lorient, St. Nazaire, La Rochelle, and Brest, France, as well as those in the North, Mediterranean, and Baltic Seas, along other locations throughout Europe. From these shipyards, most of which are built into cliff faces or otherwise reinforced against air strikes, the AoR wolf packs are unleashed to wreak havoc upon commercial and military shipping.

Still recovering from the loss of three aircraft carriers in 2011, depriving America’s fleets of essential air cover, the USA has had a difficult time erecting an anti-submarine perimeter. As a result, the US Navy has been holding most of its remaining assets in defensive positions around their naval yards, which are turning out new ships as quickly as they can (although not yet fast enough to fill the need), while the remaining vessels provide commercial escort and occasionally raid ports in enemy hands or provide support to land-based battlefields near the shore.

The Department of Defense fully understands how important the water is, not only for bolstering economic strength by renewing trade, but also for the invasion of regions currently held by the Church of Revelations. As much as certain elements in the DoD have been pressing the idea of an invasion conducted entirely by means of air transport,

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shipping remains an unavoidable necessity of such a massive troop and supply movement, let alone reinforcing and supplying those forces once deployed. The AoR's wolf packs *must* be sunk, or there is no hope.

The Media and the Internet

Despite tighter regulations, most media outlets throughout the free world remain open, although international correspondence and coverage has unavoidably suffered, increasing the value of the wire service and Internet as media tools. The latter remains fully operable throughout most of North America, but connections overseas or to Central or South America are erratic, or just plain severed. Networks that have not been outright disconnected are only available when CoR interference or control can be circumvented, leading to a virtual war on electronic battlefields between civilian hackers, US military computer specialists, and Church of Revelations technicians. This has led to a lucrative shadow

industry for information smuggling—hackers who know their way around the backdoors and surviving Internet backbones sell their services to anyone willing to pay their exorbitant fees.

In Europe, the AoR has maintained as much of the European Internet as it needs for its own use, but has entirely severed it from outside sources through incomparable firewalls and passkey security (or so they'd like to believe.) Euronet, as it is now called, is a tool for the First Army to communicate and transfer data quickly and efficiently, and access is restricted to the military, law enforcement, government, and important authorized industries. As with any "secure" system, there exist hackers that have found backdoors into Euronet and use them to spy on the Church of Revelations, or to other benefits like black market data theft. Likewise, the satellites above Europe have either been destroyed or appropriated, thus denying the Allies orbital surveillance and GPS access while in the European Conquered Territories.



Chapter 3: Roles

Regard your soldiers as your children, and they will follow you into the deepest valleys. Look on them as your own beloved sons, and they will stand by you even unto death!

—Sun Tzu



The bare log was wet and slick in his hands, threatening to slide free of his grasp with every jarring step, and yet Daherty kept his hold as he and the others ran down the soaked, muddy trail with it high upon their shoulders.

"Come on, you dress-wearing bunch o' little Sunday school girls!" McKinley screamed from behind, his voice unbroken despite having kept pace with his trainees the past five miles. "If I wanted to take my time getting back for mess call, I'd have gone for a jog with my dear, sweet mother!"

Daherty had serious doubts that anyone had given birth to Senior Chief McKinley. More likely, McKinley had been issued to the camp with the rest of its standard-issue gear. Nothing that mean came into the world kicking, screaming, and crying. Nothing.

"You dirt bags think you've got what it takes to make it in the Teams?" began another McKinley classic pep talk. "Frankly, I don't think any of you will go another week without ringing that bell. Nope, nothing here but a bunch of washouts, but Uncle Sam pays me to hold your hand for as far as you're willing to go on, so I guess we're stuck with each other, ladies."

Too tired to so much as roll his eyes, Daherty just kept concentrating on the next step. Just a few more miles and they would be back at the camp, just in time for chow.

"Stop dragging your sorry asses and let's see some speed, girls! Do you think them Churchies down in Mexico give a rat's ass if you're feet are tired or you haven't slept for two days? Hell, no! They've killed soldiers far better than you worthless piles of dung."

Sweat fell into Daherty's eyes, nearly causing him to stumble with the heavy log. He blinked the sweat away as best he could, and struggled to remind himself why he was willing to endure McKinley's crap. His younger brother's smiling face immediately popped into his mind. John, having lied about his age, had enlisted in the Marines. A stalwart jarhead, he kidded his older brother about how only wimps joined the Navy.

And then the CoR overran Cuba.

When Gitmo fell, Daherty's parents refused to give up hope about John. They just knew he had made it out alive. But they were wrong. Nearly three months after Cuba became just another Conquered Territory, Daherty received confirmation of his brother's death. John had died a hero. He and a few others had fended off the enemy at Gitmo, sacrificing himself so the last choppers could escape to freedom.

Once Daherty had learned of his brother's bravery, he repeatedly applied for a transfer from his escort frigate to a combat unit. He wanted to fight, not float about the seas. And each transfer denial hardened his resolve to secure payback. After exhausting all options, he signed up for SEALs training.

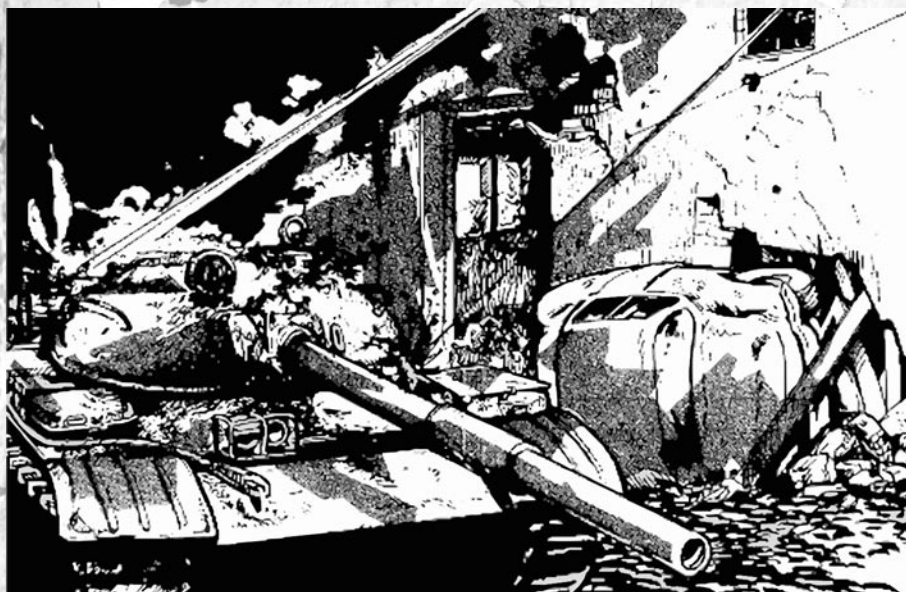
Thinking about the past, Daherty nearly stumbled in the mud again, and an all-too-familiar bark brought the SEAL-wannabe back to the present. "Daherty, you useless turd, pull your head out of your ass and stop tripping over your own feet! How the hell do you expect to become an ass-kicking, life-snuffing member of my beloved Teams if you can't even haul butt through the mud without tripping over yourself?"

Instead of feeling shame or anger, Daherty grinned. Suddenly the log did not seem so heavy, nor his feet so numb. He remembered why he was here, why he needed to pass the training to become one of the Navy's best. He owed John that much.

The Churchies would settle the debt – with interest.

Making Your Game Gung Ho!

Military campaigns are not like most other **Armageddon** games because, among other reasons, such campaigns limit the sort of characters allowed to those of a military nature, likely reducing the amount and type of supernatural beings in the Cast. They also require characters answer to a rigid chain of command that exists beyond the scope of the Cast Members' group. But there are benefits to such campaigns, too.



Cast Members in the Armed Forces rarely have to worry about equipment and ammunition, and the military provides them with food and shelter, in addition to the best weapons available. Cast Members have access to artillery and air support, enjoy the security of knowing they have allies in their cause, and they have clearly defined goals to follow, and thus will not scramble through the darkness of uncertainty (or so the theory goes.)

Pre-Heroic Military Campaigns

Potential Heroes are the most likely candidates for a grim and gritty game because they are best suited for the (comparatively) mundane and traditionally supernatural-free world of the Armed Forces. Such games revolve around common soldiers and their ability and will to survive a world gone mad, a world where angels tread, demons hunt their souls, and nuclear winter seems like a welcome alternative.

Beginning Gifted are also possible choices, but the Chronicler will likely end up restricting their number unless all the Cast Members belong to a largely autonomous unit specifically designed to work with paranormal allies. Alternatively,

a Beginning Gifted may have a hidden talent that somehow slipped past the recruiting office, and the character now finds himself—special abilities and all—among common soldiers.

Soldiers will most likely begin at a lower rank and have skills and Qualities representative of having just completed training. Most elite units remain out of reach until Cast Members have earned enough experience to purchase the requisite skills, Qualities, and Drawbacks. And, because it can be more fun to *earn* membership in such special units rather than purchase at the game's start, this type of campaign can prove incredibly enjoyable.

Heroic Military Campaigns

This campaign type accommodates most of the more likely options for a military campaign that does not want to expand too greatly into the paranormal. Players will have more points, allowing their characters to enter elite units from the get-go, although trying to make the character too much too soon will use up most available skill and Quality points, thereby limiting character customization.

Military Occupational Specialty (MOS) Training & Qualities

These are a special kind of Military Quality representing various training orientations by providing skill levels (as listed), Qualities, Drawbacks, and perhaps additional abilities. The MOS Qualities also provide a reasonable and straightforward method of providing requirements for various aspects of military career development. Continued training involves purchasing more levels in a particular MOS' related skills.

Legendary Military Campaigns

Legendary games are usually less suited to the realism and grittiness of military campaigns because they are meant to accommodate characters that are larger than life, characters that seem more like fiction than reality. The possibility of joining the Armed Forces remains, but Cast Members will almost certainly be restricted to special units such as Section 51, even if they are of the new Greater Mundane Character Type.

Greater Mundane

War has a way of separating away the chaff.

The Greater Mundane are among the very best mankind can aspire to. They have spent a great deal of time improving who and what they are through hard work and even harder lessons. Very few people attain this talent by walking the easy path. In the world of **Armageddon**, these Cast Members still lack in terms of raw power, but their skills and aptitudes serve in many circumstances where such power simply is not appropriate or cannot resolve the situation on its own, if at all.

Greater Mundanes start with 35 points for Attributes, 30 points for Qualities (and up to 15 for Drawbacks), and 55 points for Skills. They receive no points for Metaphysics (and cannot acquire the Gift Quality or any Supernatural Quality that has the Gift as a prerequisite.)

Mythical Military Campaigns

Frankly, even the best soldiers will find it difficult to compare with Supernatural and Gifted Cast Members at this level. Most Mythical Cast Members have little reason to tie themselves to a mortal military force because they are powerful enough to manhandle an entire armored troop, let alone a small squad of soldiers. While it is possible for Prodigious Mundane characters to exist in this sort of game, they will likely feel left behind, for even their incredible talents will often pale next to the preternatural might wielded by their otherworldly peers, no matter how many skill levels or Qualities the mundane characters have.

Prodigious Mundane

I've been at this a long time and seen many things I wish I could forget, but that ain't gonna happen. All I can do is use what I've learned and make the best of it as I walk among gods and demons.

The Prodigious Mundane are as rare as identical snowflakes. They have fought battles that would shake the very Heavens and survived by the grace of their wits, aptitudes, and propensity to beat all odds and adversities. It is difficult coming to terms with the fact that such people do not have any "special" powers or abilities, but are merely ordinary people who have climbed extraordinary heights of competency and personal achievement to reach the utmost limits of human potential.

Prodigious Mundanes start with 45 points for Attributes, 35 points for Qualities (and up to 20 for Drawbacks), and 100 points for Skills. They receive no points for Metaphysics (and cannot acquire the Gift Quality or any Supernatural Quality that has the Gift as a prerequisite.)

Chapter 3

Military Character Concepts

For a military campaign, Chroniclers and players will likely want to go beyond the common character concepts and explore those tailored to games of this nature. Certainly, all the common concepts can still apply, but some less generalized, military-specific offerings may be more applicable.

CONSCIENTIOUS OBJECTOR

Not everyone in the military believes in war or is keen about the prospect of fighting, even for a righteous cause or when battling to ensure humanity's survival. Many of America's soldiers enlisted in peacetime, with the notion of exploring a career or getting financial assistance for school. Few thought they would actually ever find themselves in battle. So, once the conflict began, many soldiers found it difficult to continue on, but did so anyway for various reasons. You are one such soldier.

The thought of inflicting bodily violence upon another human being is abhorrent to you, more so now that it has become a requirement of your daily routine. You may object to violence simply out of a sense of personal morality, or because your religious tenets teach that war is about as wrong as something can be. It is also possible that, as part of your religious creed, you recognize the End Times for what they are, and you do not believe it your place to interfere with God's Plan.

You are almost certain to find yourself at odds with your fellow soldiers, so you had better be prepared to either turn the other cheek or defend yourself. Some people will simply disagree with your reasoning, while others will label you coward or traitor. Your path is not an easy one, but your religion has taught you that following the *right* path is rarely the one of least resistance.

Defining Questions: Why did you enlist? Did you object to your duties before the war, or is this a recent development? How do you deal with using (or not using) weapons against other humans? How far are you willing to go for the sake of your beliefs?

Qualities and Drawbacks: You may have a Social Stigma to suit your moral objections, or you may be a Zealot. It is unlikely you are actually hiding a Cowardly nature, but it is possible.

MOS: Any, although Chaplain and Medical are common.

CRUSADER

Like the knights of old, you believe your cause just and the enemy foul and despicable. You have seen firsthand the foulness now scouring the Earth, plunging it into darkness, and you cannot sit back and allow such evil to prevail. A war ensues, and you will do your part to win it. How can you not, when the power of righteousness lies within you?

Most of the guys in your bivouac think you are nuts. They believe you over justify your reasons for fighting, when you should just concentrate on the fighting itself. They are wrong. You are very aware of the battle around you, but you know losing sight of your reasons for fighting is to lose sight of victory, for where is the first battleground of your ideals if not in your heart and mind?

Defining Questions: What is your cause? Why is this cause so strong that you will take up arms to protect it? Who falls under the umbrella of your protection, and why? What characteristics define your enemies and how you deal with them? Is it important to you that others believe in your cause? Are you fanatical, or are you open to other opinions and ideals?

Qualities and Drawbacks: Adversary for the opposition of your cause is normal, and defeating your enemy may also be an Obsession. Zealot and Delusions are also possible if you believe you have been touched or blessed as a warrior of righteousness.

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MOS: Any, although you will most likely want to take the fight to the enemy, making offensive combat training typical.

GLORY HOUND

You joined the military to have a chance to make a name for yourself, to reach for that brass ring with both hands, and to polish it daily and raise it high for all to see. You enlisted to find the kind of fame and glory that few civilians will ever know. To shine, all you needed was a police action, or luck willing, a war to allow you the opportunity to show the world what you could do.

Some soldiers look up to you because you are not afraid of the dangers that keep them awake at night, but most avoid you. Sure, they may claim you are dangerous because you think more of the medals and nice scars that make girls swoon than you do of keeping your head down and watching their backs, but you know they are really just jealous of you. They wish they had the brass ones to go for it, like you do, and that makes them hate you. Punks.

Defining Questions: Do you seek glory for yourself, or do you do it for someone or something else? Are you trying to prove something, and if so, is it to yourself or someone else? How do you act when the opportunity for glory is not present—do you seek to make such a situation, or do you wait for it to happen?

Qualities and Drawbacks: Showoff and Reckless are the most obvious choices, and Emotional Problems (Fear of Failure) also fits the bill. Many Glory Hounds also have Delusions concerning their actual abilities—after all, desire and the willingness to take risks is not the same as actually having any talent to do so.

MOS: There are not many Glory Hounds riding a desk, so almost all will be in combat careers, and those who are not will be desperately looking to transfer to one.

GUNG-HO

You and the military are a match made in Heaven, even if it was not always obvious to you. You have found a home here, a home that has brought you the discipline and order you need. You love the military so you want to give back whatever you can, and that includes all the devotion and enthusiasm for your duty that you can muster. It may even mean giving your life, but you'd like to think you're prepared if that's what it takes.

Not everyone around you agrees with your outlook on military life, and even fewer folks share your strict adherence to the "book," but that is not your problem. You know you do good work because you give 110% all the time and do not deviate from the military conduct standard. You have heard people say there is more to being a good soldier than what the training, general orders, and texts can tell you, but if that is so you have yet to see it proven. You will simply not allow anyone to lead you away from the path the military has been gracious enough to set before you.

Defining Questions: What is it that makes you love the military lifestyle and regimen so much? How do you view soldiers who do not go "by the book"? What do you think of the officers in direct command of you, or the soldiers working with you or who are in your command? And how do those opinions affect your performance and judgment?

Qualities and Drawbacks: Gung-Ho characters will likely have an Obligation or be a Zealot to their Service and/or unit. They may also be Obsessed and possibly have Delusions about their soldiering abilities. Many also suffer from the Social Stigma of brownnosing or the like, because they do everything by the book, including not looking the other way when their fellow soldiers screw up.

MOS: Any. Some Gung-Ho types want to jump into the thick of things, while others see "their part" as helping out wherever they can, just so long as they accomplish everything in regulation style.

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NATURAL SOLDIER

Whether you like it or not, soldiering is what you were born for. You understand what it takes to get the job done, and that includes surviving to see the next fight. Things just come easily to you, and you do not extend much effort because it all seems so natural, so *normal*. In fact, you always wonder why so many of the things you could do with your eyes closed evade even the smartest of your fellow soldiers.

Just because you are a good soldier does not mean you are a natural leader to boot, although some people mistake your inherent competence for leadership. But you do have a knack for knowing what needs to be done and knowing how to do it. Enlisted, NCOs, and officers alike see that you are a natural, but you cannot help that some people mistake your cool ease for detachment and potential carelessness. Regardless of what others think, you will continue to do the job as best you can, no matter how difficult or easy it seems to you.

Defining Questions: Do you enjoy the military and how easy it all comes to you? How do you handle such ease? Does it make you cocky and arrogant, or do you take it all in stride? Do you have your sights set on lofty goals, such as climbing through the ranks, or are you content with your lot in life—getting the job done from day to day? What do your buddies think of you? How about your superiors?

Qualities and Drawbacks: Not every player has the knowledge needed to use this character type convincingly on their own, so a little help in this area will likely be needed. A Natural Soldier will have plenty of Qualities that will make actions and skills related to their soldiering easier, such as any that increases the chance of success, and should be careful when choosing Social or Mental Drawbacks that may contradict the air of ease surrounding them.

MOS: Any, so long as they do it well. This means Natural Soldiers are less likely to take on another MOS until they have elevated the skills associated with the current one to a respectable degree of competency.

OLD CAMPAIGNER

You and the Specter of Battle go way back. One day, long ago, you may have even believed in what you are doing, but now it is just another day in the meat grinder, and you have no delusions as to who is the beef. You can still remember when you were green and full of expectations, and you also remember how shocked you were to learn just how much of a soldier's life is spent on all the little tasks that keep the military machine running rather than actual fighting: polishing boots, cleaning toilets, maintaining weapons, and countless other tiresome duties. It still makes you laugh every time a new recruit just out of boot camp tells everyone how he is going to make a difference and go home a hero.

While fighting is old hat, this war may have some new surprises for you—magic, monsters, angels, and demons—but your gun still fires the same way, and it still kills the enemy if you put enough hot lead into him. In other words, not much seems to have changed for you and the rest down in the trenches. Officers give the orders and the troops do the dying. Still, the military way is too much a part of you to even remember when life was any different, so you chug on through, do what you are told, and try to keep your head down so you will live to fight in the next war.

Defining Questions: How long have you been in the Service? Where have you served and in which battles? Are you still willing to toe the line, or are you fed up with the military and become disgruntled? Do you consider yourself a career soldier, or are you eventually planning to move on to something else? Do you get a sense of accomplishment from what you are doing? Are you the type who wants to look out for raw recruits, or could you care less what happens to the snot-nosed FNGs?

Qualities and Drawbacks: You will likely possess many combat-oriented Qualities, especially Cool Under Fire and Hard to Kill, but the things you have seen also make Mental Drawbacks common, especially Recurring Nightmares and Emotional Problems.

MOS: Any combat MOS is possible for your time spent in the field, although other career paths may have since been embarked upon.



RELUCTANT WARRIOR

You never considered yourself much of a fighter and violence was never something you sought, but you will do your part, regardless. Sure, at one time you may have believed that joining up was the right thing to do, but now, weapon in hand, you still cannot wholly commit yourself to the fight.

The words “coward” and “traitor” often ring in your ears, despite your achievements. Your fellow soldiers have a hard time seeing beyond your voiced objections to realize that you are still fighting alongside them in this war, in spite of your reluctance. Even the officers give you a hard time—many have labeled you a “troublemaker” and will not give you a fair shake. If the brass could afford to, they would send you home, but they need every warm body they can get to hold the line.

Defining Questions: If you hate violence so much, why do you fight? Why do you not want to fight? Are you a coward? Do you think time for diplomacy

remains? Do you want to get out of the Service or are you willing to do your time, and if you do want out how far are you willing to go?

Qualities and Drawbacks: You may have a few combat-oriented Qualities, but not too many, as you do not plan on sticking around any longer than you have to. In fact, the time you have already put in may have made you somewhat maladjusted, leading to Mental and Social Drawbacks. A Social Stigma or two are almost certain.

MOS: Any.

SAVAGE

War’s savagery has twisted you, mind and soul, into someone who can no longer function properly in civilian society. Where else but the military do you get to use cutting-edge technology and lots of guns, not to mention explosives? In fact, you enjoy being a killing machine so much that were there not a war going on, you would probably be serving time in Fort Leavenworth.

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You like that people fear you, even your fellow soldiers whose backs you are supposed to watch. They should be afraid. You find their adherence to civility in the face of something as irrational and barbaric as war laughable. What place does their civility have in a situation where one man must kill another? Where is the politeness and honor in strangling an enemy with his own helmet strap to prevent him from doing the same to you? Few people understand that you have to love war in order to survive it, and you plan on seeing this one through.

Defining Questions: What behaviors make you a savage? How do your fellow soldiers, especially officers, react to you? How do you interact with them? What savage characteristics do you exhibit and which do you keep to yourself?

Qualities and Drawbacks: Cruel and Emotional Problems (especially Violent Tendencies) should go without saying, but Delusions, Social Stigmas, Negative Charisma, and the like are also appropriate. Combat-oriented Qualities are highly likely, as well.

MOS: Combat careers are by far the most common—few people become savages behind a radar screen or desk.

STONE-COLD KILLER

To you, your enemies are not people. They are not alive. They are targets in your crosshairs, nothing more. You know what the job is, and you know what needs done to see the day through. If you thought about your duties beyond that, you would probably go crazy with the immorality of it all.

People around you get killed, and you respect that as a part of the job. Going to war means getting in harm's way, after all. You keep yourself apart because you do not like to see friends get killed—it is much easier if you keep things professional and consider your fellow soldiers to be nothing more than co-workers. You are not in the military to make friends; you are here to do a job.

Defining Questions: Why are you so afraid of humanizing your allies and enemies? Do you have a history of violence? Do you enjoy killing, even if you do not show it? Where do you draw the line between letting in emotion and keeping things professional? Are you wound too tightly, or are you actually comfortable with your outlook on being a soldier?

Qualities and Drawbacks: As a soldier looking to get the job done, Stone-Cold Killers have the usual combat-oriented Qualities, like Hard to Kill, but Nerves of Steel is especially appropriate to simulate emotional detachment. Emotional Problems and Social Stigmas are also common.

MOS: Any frontline MOS is most likely. While there are soldiers who suffer from this outlook while riding a desk or lugging gear out of the combat zone, it is usually a façade of coolness rather than true detachment.

SYMPATHIZER

Unlike most of your brothers in arms, you do not hate the Church of Revelations—in actuality, you can see a lot of sense in what they are trying to do. They want to unite the world under a common rule, and is that not a good thing? One voice, one spirit, one society. Okay, you are not entirely convinced they have thought everything through, but it's far better if there is only one government making a few mistakes than a bunch of scattered governments making lots of mistakes.

You try not to be vocal about your concerns and sympathies, but you expect it is only a matter of time before you may have to stand up for your beliefs. If your doubts are revealed, at the very least you expect to be ostracized, but more likely you will be investigated or even jailed without trial. You struggle with how best to remain true to your beliefs without betraying your brother soldiers or yourself, a task that gets more difficult with each passing day.

Defining Questions: Why do you sympathize with the CoR? How deep do your

sympathies run? Are you a traitor, or are you simply questioning and weighing your values and ideologies? How far are you willing to go to support your beliefs? Are those beliefs even public or do you keep them secret?

Qualities and Drawbacks: Social Stigma (CoR Sympathizer) is a given if your thoughts are known, and it is also possible that you are a Zealot or suffer from Emotional Problems (Stockholm Syndrome), although neither is required.

MOS: Any.

Military Life is the Life for Me

Military games differ from other styles of play in many ways, but what happens in the Cast Members' downtime can certainly be one of the more irksome elements. Unlike civilian Cast Members who can do pretty much whatever they please when not fighting the Great Evil, military Cast Members must stick to a strict daily regimen. Revelry, set meal times, training, assigned free time, punishment duty, and base chores are all a part of military life. Cast Members cannot just wander away from their unit whenever they please—doing so without permission will get them tossed in the stockade for being AWOL—nor can they enter areas they do not have clearance for.

Military Cast Members will have a great deal of their personal freedoms removed, freedoms that other game styles take for granted. This may prove to be a big adjustment for some players, so Chroniclers should ease them into role-playing a military game and not be afraid to help out in unfamiliar areas. A big part of serving as Chronicler during a military game is not assuming that everyone knows all about military life, so patience will go a long way to keeping things fun for everyone.

The Draft

Whether or not Americans want to hear it, a draft is almost inevitable. The existing battlefronts have spread America's resources too thinly, jeopardizing plans to retake lost territory. Mounting casualties are also eating away at America's fighting forces despite an unprecedented number of volunteers. If (or, more likely, when) Congress passes the draft, the Secretary of Defense and Joint Chiefs will almost certainly revise the role women play in the modern military.

A draft would by no means be a popular move despite its necessity and the support the war effort enjoys. The Fifth Column has carefully spread lies and propaganda to increase this dissent, especially among the poor and unemployed, yet even that tactic has reached its saturation point. All anyone can do now is wait to see whether a draft will prove to be America's salvation or the final nail in its coffin in its descent into chaos.

Women and the Military

Despite great strides in recent decades, the modern military is still highly biased against and discriminatory towards its female members. Women remain largely restricted from direct combat duties, although their job may peripherally place them in harm's way, and they are uniformly denied membership in elite units other than H Company. Obviously, this can be a problem when running a military game with female Cast Members. Luckily, the answer is rather simple.

With a draft likely around the corner, America's ability to keep up with its manpower demand is becoming increasingly dire. If the draft is inevitable, it is but a short step away from allowing women the chance to qualify for their Service's best units. A Chronicler choosing this route should keep in mind that any such female Cast Member will be among the first to take such a step, and the "Old Boy's Club" mentality so prevalent in the military, especially among the elite, will surely mean difficult times ahead.



Role-Playing and the Chain of Command

Perhaps the most obvious and hindering problem while running a military game is the issue of how the chain of command will affect the characters. The Cast Members are not typically autonomous beings who have come together of their own free will. Rather, they are small cogs in a very large military machine, cogs that must each answer to the more important and influential components above them. This means following orders, whether the Cast Members agree with them or not.

There are several ways to address this problem, but the easiest is to assign the Cast Members to a unit detached from the standard Order of Battle. Such units work outside the normal chain of command and have an unusual amount of freedom because their assigned tasks require a high degree of on-the-spot decision making and personal initiative (and, quite often, a degree of deniability.) Almost all Special Operations (SpecOps) units fit this mold, especially those placed on long-term assignments within enemy-held territory.

Some less conventional options are also available for those who will still find detached units to be too restrictive, as even they do not offer complete free reign. Running a game where the Cast Members are trapped behind enemy

lines, far from their own forces, deals with this problem nicely. A great way to mingle survival- and military-style games, this option leaves it to the Cast Members to set their own immediate goals, which will definitely include finding supplies and ammunition.

A less likely option is to run a game where all the Cast Members are deserters. While there are plenty of possibilities inherent to such a campaign, it increases the number of enemies the Cast Members have to worry about because their own side will be looking for them in addition to the usual problems of facing off against the CoR.

Military Units

Instead of choosing one of the associations mentioned in *Armageddon*, military Cast Members are attached to a unit within a specific branch of Service, such as the Air Force or Army. Each unit's membership has different requirements, all of which must be met (and, in most cases, maintained), with several acting as the first step to joining other, elite units. A Cast Member may be attached to many units throughout his career, but each time new requirements are likely to exist. Joining a new unit grants the Cast Member all the new unit's benefits without losing the benefits of previous units. For instance, a Cast Member accepted into the Army's Delta Force possesses the special abilities of both this elite unit and that of the Active Army.

American Military Organization & Structure

Every branch of the military is broken down into operational units to provide a functioning command structure and to ease logistical concerns. Even before the Church of Revelations' rising, the USA counted among its armed forces some of the best trained and most capa-

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ble soldiers on the planet. With the End Times' arrival, America has increased its recruiting efforts, and conscription may be just around the corner.

Switching Services

It is possible to switch Services, say from Army to Navy, but doing so requires the person first be discharged from the initial Service before enlisting into the second. Switching usually takes into account previous military training. Similarly, former ranks may be taken into account, but, considering the competition for rank that already exists within each Service, the chance of such automatic advancement is minimal, barring an exceptional reason to jump to the top of the list.

General Unit Types

Corps

A lieutenant general (or equivalent) commands a corps, typically comprised of 30,000 or more troops. Although divided into two or more divisions, a corps is the largest unit sent into battle. Because it is so large, a corps' structure is never static and is always changing to suit current deployment and logistical needs.

The US Army has four active corps:

- **I Corps** (a.k.a. "Eye Core"), which belongs to the US Army Pacific Command.
- **III Corps** (a.k.a. "Phantom Corps" or "America's Hammer") the Army's counteroffensive force headquartered at Fort Hood, Texas.
- **V Corps** (a.k.a. "Victory Corps") used to be headquartered out of Germany, but returned after suffering heavy losses at the conflict's onset, losses it still hasn't recouped.

- **XVIII Airborne Corps** is for rapid deployment and calls Fort Bragg, North Carolina, home.

The **Marine Corps** is the largest Corps in the military, but this is because it is the branch's only unit of this size.

The AoR currently has nearly a dozen corps spread around the world, and this number continues to grow with each conquest.

Division

A major general (or equivalent) leads a division, which consists of several regiments or two to four brigades, depending upon its purpose. Most divisions have between 10,000 and 20,000 men. A division usually bears a numerical designation and is further defined by a category, such as "infantry" or "armored."

Brigade

A brigade contains 2,000 to 5,000 troops split between two or more regiments or three to six battalions, along with their support units. Brigadier generals or colonels lead these flexible units. Out of a sense of historic arrogance, AoR forces refer to their brigades as legions.

Regiment

Still popular among the UK and Commonwealth nations, regiments typically contain between 500 and 700 soldiers, broken down into two or more battalions, although some swell as high as 1,000 during wartime. A colonel (or equivalent rank; Brigadiers in the UK) leads a regiment. A regiment is Britain's largest "permanent" organizational unit, often having long and proud traditions.

The US Army no longer uses regiments, except for its modern cavalry and a number of elite units, because of their rigid organization. The US uses brigades instead, and associations to the regiments of old remain only for historical and nostalgic purposes.

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Battalion

A lieutenant colonel (or equivalent rank; Majors in the UK) commands a battalion, which consists of two to six companies, totaling 300 to 1,000 soldiers. The companies are usually designated alphabetically, and they include a supply company and headquarters/command company.

Company

Headed by a captain (or equivalent rank), most companies have between 150 and 300 men distributed between three to six platoons. Companies are typically given an alphabetical (not necessarily ordered, though) designation, such as "A Company," which in turn is pronounced using the military phonetic system, such as "Alpha Company."

Platoon

A lieutenant commands a platoon, with a 2nd lieutenant or sergeant major (or equivalent ranks) assigned to assist. A platoon consists of 30 to 40 soldiers, broken down into two or more squads. Infantry platoons are the most common, although specialized platoons, such as heavy weapons and reconnaissance, also exist.

Squad

A non-commissioned officer (NCO), usually a staff sergeant, leads a squad. The squad contains 8 to 12 soldiers in two or more fire teams. The more experienced and/or higher ranking NCOs typically command the more important squads, or the ones that need them most.

Fire Team

With a NCO (typically a corporal) in charge, a fire team (the smallest recognized unit) consists of 4 or 5 soldiers. Typically, each fire team is assigned a heavy weapon, usually a man-portable grenade launcher or light machine gun. Fire teams are especially important to SpecOps because the latter are trained to operate independently of the chain of command when necessary, and they rely upon each other more than anyone else for survival and support.

Additional Unit Types

The following are alternate names or unit types not commonly come into play, but may be good for Chroniclers to know for plotting or Cast Member interaction.

Army Group

An army group is a large organizational unit that exists primarily for logistical purposes. It is entirely self-sufficient and capable of autonomous operation from other military structures.

Army

Although usually used to refer to a land combat unit, "army" can describe just about any armed force, but most nations prefer specialized terms like "navy" and "air force." A nation's Army can actually have several army units within it, each of which usually has a numerical designation and is assigned to a different operational theater. Do not confuse Army, as in the United States Army, with "army" (yes, it can get a bit confusing.)

Fleet, Atlantic and Pacific

In the Navy's organizational hierarchy, these units perform in the same capacity as an Army Group.

Fleet, Numerical

In much the same way as an Army Group is broken down into Armies, so too does the Atlantic Fleet consist of the 2nd Fleet, which patrols the Atlantic Ocean. The Pacific Fleet consists of the 3rd Fleet, which patrols the northern and eastern Pacific Ocean, and the 7th Fleet, which is assigned to Japan and patrols the ocean's southern and western regions. The Coast Guard is considered the 1st Fleet during wartime. Of the remaining fleets, the 5th would normally patrol the Middle East and is logistically on detached duty from both the Pacific and Atlantic Fleets, and the 6th normally patrols the Mediterranean, but both have been reassigned to what remains of the multi-national Naval Forces Europe to escort supplies going to and from North America.

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A 4th Fleet is currently being considered with the intention of aiding the British defense of the English Channel and northern Europe.

Squadrons (Air Force)

A squadron consists of 12 to 24 aircraft, depending on type and purpose, distributed between three or four flights.

Squadron (Army)

This is the armored equivalent of an infantry battalion, and it is comprised of four or five troops.

Squadron (Navy)

A flexible, ad hoc unit, squadrons are usually several ships of the same type but can also be units comprised of at least two capital ships, such as battle-ships or aircraft carriers.

Flight

Flight units have 2 to 4 aircraft, including air and ground crews.

Troop

Such units have 3 to 4 armored vehicles. Troops are essentially the same as platoons.

Special Operations Task Force Command (SOTF-COM)

A division of SOCOM (Special Operations Command), SOTF-COM was created in 2006 and went public in 2011. SOTF-COM has the daunting task of assimilating the supernatural into the military, an unavoidable reality if humanity is to survive the war. Currently SOTF-COM is only concerned with pairing SpecOps personnel with these unorthodox recruits, but the eventual goal is to work the latter into the main fighting force, most likely under the um-

brella of several new MOS careers tailored to their abilities. For now, though, things are difficult enough convincing America's best to work alongside such beings without rushing the issue.

Despite the public's awareness of its existence, SOTF-COM's activities remain in the shadows and are allowed an independence that would not survive public scrutiny under normal circumstances. With the world on the line, all civilian oversight of SOTF-COM has been rescinded for the duration. SOTF-COM is given priority when it comes to personnel and equipment, and has been known to bump entire operations planned by the orthodox military without so much as an explanation, a practices that, while supposedly necessitated by the nature of the work, has earned few friends.

SOTF-COM is divided into three (known?) departments. Section 51 covers all field operations, making it the most active of the three departments, as well as the second largest. Section 10 consists of support, logistics, and administrative personnel, and is more than three times the size of Section 51. Section 666, despite being stuck with a label born of dark humor, is the smallest and perhaps most important of SOTF-COM's departments considering it is pioneering research into the occult, specifically everything surrounding the Church of Revelations, Taint, and Leviathan.

Although the various departments are spread throughout America, SOTF-COM's is headquartered away from the Pentagon at Area 51 in Nevada, a highest-security facility still steeped in mystery during a time when myths and legends are undeniably real. Section 51 uses the base for training and orientation, thus maintaining a strong presence, but the site's primary function, other than as a command center, is serving as Section 666's key laboratory, archive, and holding facility. Within Area 51's laboratories, Section 666's military researchers, civilian contractors, pet Magicians, and tamed Seers work on artifacts retrieved from around the world, delve into the mysteries of psychic phenomenon and arcane formula, explore the possibility

Dealing with Skill and Quality Requirements

Players may be concerned with how many of their beginning skill and Quality points are predetermined—standards exist to qualify for a desired Service Branch, unit, or MOS. Some units' requirements, especially the more elite groups, account for almost all points in a Heroic campaign and likely place elite units out of reach until experience has been earned by Pre-Heroic Cast Members. This is as it should be, though, because they are considered elite units with good reason. The value of being in such a unit is lessened if easily attained, or to be had without sacrifice.

Note that the requirements to be a member of one of the military or paramilitary associations mentioned in this work must be met after the character is created, meaning any skill bonuses or the like gained from a MOS or other Quality or Drawback count towards these requirements. Someone looking to join the Army is not expected to have previous knowledge regarding the use of an assault rifle or grenade before signing up for basic training, for example. This is because the requirements represent the standards that must be met to exit training and become active. Someone who doesn't meet these standards may still receive the basic training but is considered a wash out and does not join the association.

The same cannot be said of MOS or Quality requirements. All such requirements must be met before the MOS or Quality may be taken.

of other dimensions, and generally experiment and research things that would still shock a world that has accepted that angels and demons are real.

A story has spread that the Brigadier General currently chairing SOTF-COM has long led a command deep beneath Area 51 that not only knew the truth behind magic and the supernatural, but has been actively combating it for decades. If this is true, one can only wonder why it took so long for this command to step forward and impress upon the government the severity of events in Europe before April of 2011. It is entirely possible such an attempt was made and not taken seriously, but it is also likely the politics of the time got in the way. Whatever SOTF-COM's true origins, it is only important that it exists now and is leading the way against Leviathan and its minions.

Service Branches and Specific Units

When choosing a Service, Cast Members should carefully consider what they will be doing in their game and the directions it is most likely to take. The Chronicler should help out in this respect, otherwise a player may create a character with little to bring to the gaming table, leaving the player feeling dissatisfied and excluded.

The Enemy of My Enemy ...

Although other organizations may share a common enemy with the military, it can never be assured that someone with split loyalties will not put their allegiance to that other group ahead of America's interests should the two ever conflict. As such, anyone discovered to share membership with any of the

Roles

many supernatural organizations, associations, or cabals that dot the globe is denied entrance into the military on the grounds of being a security risk. The same goes for any current members for whom such a relationship is revealed.

Since the coming of Leviathan and its servants, the FBI, NSA, and just about every other group in the Alphabet Soup set of federal organizations, have been spending a great deal of time and money on background checks on its members (not to mention citizens in general.) Everyone (yes, *everyone*) in the military is given at least a cursory background check, but few reveal any closeted secrets like being a member of a secret society. After all, it would not be much of a secret society if it was that easy to uncover and trace, now would it.

Their paranoia and prejudices do not prevent the military's top brass from accepting help from these groups when needed, however. America knows that it needs all the help it can get and that its margin for discriminating between allies and neutrals is narrowing with each passing day, which is why ties to some of the more public associations, especially the Alliance, continue to grow.

Air Force, Active & Reserves

Up in the clouds, it's easy to forget that those specs down below are people. It certainly makes it easier to blow them all to hell by dropping several thousand pounds of high explosive on their heads.

—Captain Scott “Leatherface” McDougal

Although most people associate it with jet fighters and high-flying bombers, the Air Force is also deeply involved in space exploration (at least before the war), intelligence, and military research, among other things. The Air Reserves is a flexible force designed to supplement the Air Force by providing trained personnel and pilots when and where necessary.

Since the war's outbreak, the Air Force's primary concerns have been protecting American airspace and supporting land actions. Right now there are

far too few pilots and aircraft to take the fight to the enemy, but America is inching towards that goal.



Minimum Requirements: One available MOS; all Attributes 2, one of Int, Per or Will must be 3.

Brawling or Martial Arts 1, Bureaucracy 1, Driving (Any Type) 1, First Aid 2, Guns (Assault Rifle) 1, Survival (Forest) 1, Swimming 1, Systems Operations (Any Type) 2. Chaplains and Chaplain Assistants do not bare arms, and so do not need to make the weapon skills requirements. Instead, they must possess the Chaplain MOS.

Military Rank—1. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: For the Air Force, combat usually entails vehicles, so Qualities such as Hard to Kill are not as important as those that supplement performance, such as Good Luck, Jack-of-All-Trades, Hotdog, and Survivor.

Skills: The Air Force really pushes the individual to excel at his MOS, so there is a great deal of focus on those specific skills rather than trying to spread points out to cover as many skills as possible.

Metaphysics/Supernatural: Most any is possible, although rare. Unless the Cast Member somehow manages to slip past the new preternatural screening process, most supernatural beings and Gifted are channeled for “special assignment” with elite units. There are rumors, however, of several “black book” units containing flying parabiological creatures, such as angels, but such stories remain unconfirmed.

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Special Abilities: Gain one free skill point to spend on a MOS skill of choice.

Available MOS: Administration, Air Defense, Aviator, Chaplain, Command, Combat Engineer, Communications (Basic), Communications (Advanced), Computers, Electrician, Heavy Weapons, Infantryman, JAG/Legal, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

16th Special Operations Wing:

Requirements: Aviator (Helicopter or Propeller Plane) MOS, Pilot (Helicopter) 4, Piloting (Propeller Plane) 4, Systems Operations (Any Type) 4, Tactics (Aerial) 4. The 16th works hand in hand with the Air Force's other Special Operations units, as well as those of other Services, by providing aerial support, extraction, and infiltration for covert missions of all sorts.

126th Squadron: **Requirements:** All are volunteers. Known as the "Bull Eagles," the 126th is the premiere American fighter squadron assigned to Britain. It has been aiding America's British allies to keep the AoR on the other side of the English Channel since before the failed invasion of Europe, and it is considered a glorious post, if incredibly dangerous.

Combat Weathermen: **Requirements:** Communications (Basic) MOS, Infantryman MOS, Airborne School, Nerves of Steel, men only, Navigation (Land) 4, Sciences (Meteorology) 4, Systems Operations (Radar) 4, Survival (Forest) 3, Swimming 3. Trained weather forecasters, combat weathermen provide all meteorological information for the Army and Air Force, both logistically and in the field. They are trained forward observers and often accompany SpecOps units sent behind enemy lines.

Pararescue Jumpers: **Requirements:** Medical MOS, Airborne School, Nerves of Steel, men only, Climbing 4, First Aid 5, Navigation (Land) 1, Sport (Parachuting)

4, Survival (Forest) 4, Swimming 3. Perhaps the best-trained emergency response and rescue personnel in the US military, "PJs" perform search and rescue, recovery support for NASA, and similar operations both within and outside combat conditions. They can perform in even the most remote locations, under just about any conditions. They frequently operate with combat controllers and SpecOps units from other Services.

Air Force, Combat Controller

There's no feeling quite like using a dozen or so pounds of C4 to blow a strip of trees down so that you can successfully guide a hundred tons of aircraft down onto a runway you just carved out of the middle of nowhere. That's not just responsibility, that's power.

—First Lieutenant James Paulson

Besides being certified air traffic controllers, these elite soldiers enter the danger zone ahead of (or with) other Special Operations troops to clear and/or create drop, landing, or extraction zones. They also ensure the necessary aircraft or paratroopers get where they need to be by providing crucial command and control intelligence and guidance without the benefit of a tower, or navigational or communications infrastructure. Their other responsibilities include clearing obstructions, constructing or clearing and securing makeshift runways and landing zones, coordinating air attacks, surveying, and gathering intelligence.

Combat controllers have seen a lot of action in Central America and Western Europe in recent years, infiltrating by air or sea to guide other SpecOps teams to follow, and directing air traffic for bomb strikes and fighter incursions. They have been invaluable for finding AoR air bases and directing attacks against them. Several have been sent on long-term missions, joining with resistance fighters, to continue serving in such capacities while hiding among civilians. It is an extremely dangerous responsibility, but one most have taken on with relish, knowing the damage they are causing to the enemy.

Roles



Minimum Requirements: Current service in the Air Force; Communications (Basic) MOS, Infantryman MOS, Special Operations MOS; Str, Int, Per and Will 3, Dex and Con 4; men only.

Brawling 4 or Martial Arts 2, Bureaucracy 2, Demolitions 2, Driving (Any Type) 2, Electronics 2, First Aid 2, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (2 Other Types) 2, Hand Weapon (Knife) 3, Language (Any Foreign) 2, Language (Military) 3, Navigation (Land) 1, Sport (Parachuting) 4, Survival (Forest) 3, Swimming 3, Systems Operations (Radar) 2, Systems Operations (Radio) 5, Tactics (Aerial) 4.

Airborne School, Military Rank -1, and Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Although the typical warrior-like Qualities remain desirable, combat controllers also favor abilities that enhance their wits and independence, allowing them to more easily survive in the field for undetermined durations.

Skills: A prepared combat controller has a good mix of technical and combat skills to suit their myriad duties.

Metaphysics/Supernatural: A few paranormal beings have secretly joined the Air Force as combat controllers. Granted, paranormals are still incredibly rare, but they do exist, and their skills often prove handy.

Special Abilities: Gain one free level of Good Luck and one free level of any desired MOS skill.

Available MOS: Air Defense, Aviator, Command, Combat Engineer, Communications(Advanced), Computers, Electrician, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, NBC Specialist, Ordnance/Munitions, Psychological Operations, Science, Special Operations Engineer, Systems Operator, Training.

Air Force, Special Tactics Group

Next to nobody knows the Air Force has grunts like us down on the ground. When you think 'Air Force,' you look up towards the sky. That's part of the reason why we're so damn effective nobody keeps an eye open for us.

—Unidentified Special Tactics team leader

The Air Force's (paradoxical) land-based commandos, Special Tactics operators take on many of the same missions as other Services' SpecOps units. In fact, few people recognize them for airmen, commonly mistaking them for soldiers. There are nineteen Special Tactics "flights," although this is likely to change soon in order to meet the demand of operating on so many fronts.



Minimum Requirements: Current service in the Air Force; Infantryman MOS, Recon MOS, Special Operations MOS; Str, Con, Per and Will 4, Dex 5, Int 3. Many once served with the SEALs, Marines Force Recon, or Rangers before transferring; Men only.

Brawling 4 or Martial Arts 2, Bureaucracy 2, Demolitions 2, Driving (Any Type) 2,

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Electronics 2 or Mechanics 2, First Aid 2, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (2 Other Types) 2, Hand Weapon (Knife) 3, Language (Any Foreign) 2, Language (Military) 2, Martial Arts 2, Navigation (Land) 1, Notice 3, Sport (Diving) 3, Sport (Parachuting) 4, Stealth 2, Survival (Forest) 4, Swimming 3, Systems Operations (Any Type) 3, Tactics (Any Type) 4.

Airborne School, Military Rank -1, and Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Flight members like to be as tough as possible, both in mind and body, making Natural Toughness, Hard to Kill, and Hardy (among others) abundant.

Skills: A flight member must be ready for anything, so skills are wisely spread across all areas, even those that may seem unlikely to be useful in the field.

Metaphysics/Supernatural: None are currently allowed.

Special Abilities: Gain one free level of Hardy and one free level of any desired MOS skill.

Available MOS: Air Defense, Aviator, Command, Combat Engineer, Communications(Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Recon, Sailor, Special Operations Engineer, Systems Operator, Training.

Army, Active & Reserves

Be all that you can be? Shee-it. Just give me a gun and some Churchies to shoot at, and I'll show you what I can be. Two words: Bad. Ass.

—Unattributed comment overheard during basic training

The Active Army is America's most populous Service Branch, and it is the

backbone of the war against the AoR. Basic training is nine weeks of mental and physical preparation, followed by several months or more of Advanced Individual Training (AIT) specific to the soldier's MOS. A soldier must complete both basic and AIT before assuming full duty.

The Active Army undertakes just about any land-based mission available, including (but not limited to) small unit assaults, close aerial support, battlefield reconnaissance, fortification, and civilian policing in emergency situations. Its primary purpose remains that of an expeditionary force, however.

The Army Reserves is a flexible force designed to supplement the Active Army by providing trained soldiers when and where necessary, especially in logistic roles. These soldiers save the Active Army money by returning to civilian life between military duties.

Since the rise of the Church of Revelations, both the Reserves and Active Army have been rushing to increase their strength, although the strain of being on duty for so long is beginning to take its toll on many reservists. The Army Reserves consists of soldiers who, among other things, only partake of annual and/or weekend training, retired reservists, and soldiers recently returned from active duty.



Minimum Requirements: One Available MOS; Str, Dex, Int, Per and Will 2, Con 3.

Brawling 2 or Martial Arts 1, Driving (Any Type) 1, Guns (Assault Rifle) 3, Guns (Machine Gun) 2, Guns (Missile

Roles

Launcher) 2, Hand Weapon (Rifle Bayonet) 1, Swimming 1, Throwing (Sphere) 2. Chaplains and Chaplain Assistants do not bare arms, and so do not need to make the weapon skills requirements. Instead, they must possess the Chaplain MOS.

Military Rank -1. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Contacts, Resources and many levels of Status are uncommon, while Drawbacks such as Cruel, Cowardly, and Reckless are more common. Otherwise, the Army encourages Qualities such as Natural Toughness, Hardy, and Hard to Kill.

Skills: Improving skills learned during basic training and acquiring new ones are in the soldier's best interest. Specialists—those who entirely or primarily pursue the skills of one MOS—and widely, more generally trained soldiers both have a role to play.

Metaphysics/Supernatural: Most any is possible, although rare. Unless the Cast Member somehow manages to slip past the new preternatural screening process, most supernatural beings and Metaphysics users get sent on "special assignment" with elite units.

Special Abilities: Gains one free level of Hardy.

Available MOS: Administration, Air Defense, Armor, Artillery, Aviator (Propeller Plane, Helicopter), Chaplain, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, JAG/Legal, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Recon, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

1st Armored Division: Requirements: Armor MOS, 4 levels of either the Driving or Guns skill for Military Tracked Vehicle or Military Wheeled Vehicle, Mechanic 2, Navigation (Land) 1 for vehicle crews; other duties vary. The most prestigious of the Army's armored divisions, "Old Ironsides" was stationed in Germany and suffered devastating losses to surprise attacks during the AoR's raids of 2011. Every effort is being made to return the division to full strength for the inevitable attempt to retake Europe, until which time the division has been assigned to Fort Hood, Texas.

1st Cavalry Division: Requirements: Varies by assignment. Stationed at Fort Hood, "First Team" is the Army's largest division and foremost heavy-armor unit. Besides its armored brigades, the division includes engineering and aviation brigades, artillery, chemical troops, and a police company, among other diverse units. Of all America's many military units, the 1st Cavalry Division has seen the most combat against the AoR and is in a constant state of rotation in and out of combat.

10th Mountain Division: Requirements: Climbing 4, Sport (Skiing) 3, Survival (Mountains) 4. Based out of Fort Drum, the 10th is a light infantry, rapid deployment force that can be anywhere in the world, by land, sea or air, within 96 hours of notification. Its primary purpose is to reinforce other units already on-site, and all members are experts in alpine combat.

During the war in Europe, the 10th helped slow the AoR's advance and cover its allies' retreat by holding key mountain passes and valleys against much larger forces.

82nd Airborne Division: Requirements: Airborne School, Nerves of Steel, Navigation (Land) 1, Sport (Parachuting) 4, Survival (Forest) 2, no Impaired Senses worth

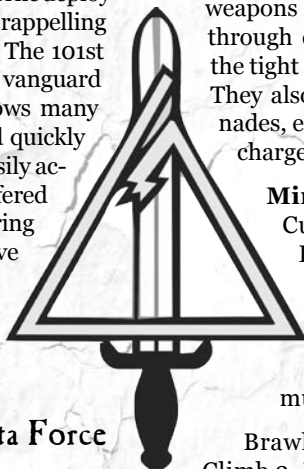


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more than 1 point (correctable.) The "All Americans," based out of Fort Bragg, North Carolina, train for deployment anywhere in the world within 18 hours of notification, meaning they are always on ready alert. All paratroopers are jump trained and their vehicles are all air transportable/deployable. The 82nd's primary function is to quickly seize important sites, such as airports and seaports, as the fore-runner (or in support) of a larger assault. In the recent war, the 82nd has been at the forefront of America's major strikes into Central and South America.

101st Airborne Division:

Requirements: Climbing 4, Notice 2, Survival (Forest) 3. Trained in air assault, the 101st out of Fort Campbell, Kentucky, performs rapid land or airborne deployment from helicopters, via rappelling lines, into live battlefields. The 101st often acts as an assault's vanguard because their training allows many troops to hit the battlefield quickly in areas that may not be easily accessible. The division suffered heavy losses in France during the failed attempt to stave off the AoR's blitz through Europe and is currently at half strength.



Army, Delta Force

Delta Force? There is no such thing. They don't exist. They don't defend this great nation against the enemies Joe Average has never heard of. They don't risk their lives pulling off missions that would have a Ranger trembling in his jump boots, and they certainly don't have to worry about covering anything up, because they don't exist.

—Lieutenant Harmen Creek,
Fort Bragg Press Officer

The 1st Special Forces Operational Department—Delta (SFOD—D) was founded to counter terrorist operations against Americans on foreign soil and is one of the top military units in the world. Their duties have since been expanded to include bodyguard, escort, security, and surveillance details abroad. With the war on, fear of insurgents and assassins

has seen Delta charged with covertly protecting domestic VIPs as well, especially politicians. Rumors abound that Delta has also been involved in several defensive black-ops, including aiding in taking down Fifth Column cells and extracting foreign VIPs trapped within the Conquered Territories.

Based out of Fort Bragg, Delta must be ready to go at a moment's notice, so they are always training, especially on tactical scenarios, and upgrading their skills. Sometimes they even fly over major cities and practice rapid urban assaults on abandoned buildings, including rappelling from helicopters onto rooftops.

Delta operators prefer submachine guns, pistols, and carbines—all light weapons that are easily maneuvered through confined spaces and around the tight corners of urban battlefields. They also make judicious use of grenades, especially flash bangs, shaped charges, and the like.

Minimum Requirements:

Current service in the Army; Infantryman MOS, Special Operations MOS; Str, Dex and Con 4 (one of which must be 5), Int, Per and Will 3 (one of which must be 4); men only.

Brawling 4 or Martial Arts 2, Climb 2, Driving (Any Type) 2, Guns (Assault Rifle) 4, Guns (Handgun) 5, Guns (Submachine Gun) 4, Guns (Any Type) 2, Hand Weapon (Knife) 3, Navigation (Land) 1, Notice 3, Sport (Parachuting) 3, Sport (SCUBA Diving) 3, Stealth 3, Survival (Forest) 1, Tactics (Counter Terrorism) 3, Tactics (Small Infantry Unit) 4.

Airborne School, Close-Quarters Combat, Hard to Kill 4, Honorable -1, Military Rank 1, Nerves of Steel, Squadmate. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities. Many are also Ranger School graduates.

Qualities & Drawbacks: Mental Drawbacks more serious than a minor Addiction are unlikely, whereas most Physical Drawbacks are unheard of because

Roles

Delta operators are all carefully screened for iron-like will and physical fitness.

Skills: Delta Force operators focus on weapons and tactics skills while also ensuring they are up to date and trained on vehicles and equipment they are likely to encounter in the course of their duties.

Metaphysics/Supernatural: So far only mundane humans may join Delta, although it is common for operators to team with Gifted or paranormal allies.

Special Abilities: Gains one free level of Hard to Kill and may have a maximum of seven levels instead of the usual limit of 5.

Available MOS: Administration, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Diver, Electrician, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Paranormal Operations, Psychological Operations, Recon, Special Operations Engineer, Systems Operator, Training.

Army, H Company

"There are more things in heaven and Earth, Horatio, than are dreamt of in your philosophy" the Bard once said, and he was correct. There are things that should only exist in nightmares, along with the darkest, deepest shadows of man's untapped evil, yet they stride the world with strength and conviction. I intend to return them to the stuff of dreams, God willing.

—Captain Sarah Brighting, US Army Chaplain, currently assigned to H Company

Comprised entirely of miracle-working clergy of various faiths, the appropriately designated H Company (or the "Holly Rollers," as they are otherwise known) is devoted to beating back the Enemy from Earth's doorway. Entirely detached from the standard chain of command, H Company is assigned directly to SOTF-COM and its members deployed to locations and other units when needed. Although they have only been around for three years, H Company already has a reputation for being

"creepy" because wherever H Company Chaplains are to be found, bad things—unnatural things—happen.

Unlike other Chaplains, Holy Rollers are allowed to carry weapons because they are as much warriors as any other soldier—their enemy is the supernatural rather than things born of the realm of man, is all. Chaplains are still restricted from firing upon normal human beings (or so the theory goes.) It is a very surreal sight to see a Chaplain with a sidearm on his hip, a holy symbol in his hand, and a bandoleer of wooden stakes about his chest, but any grunt that has ever faced down a Shaitan has learned to welcome the presence of H Company.

Based on H Company's success or failure, it is very likely that other Services are soon going to initiate similar programs to act alongside their own Special Operations units rather than working directly with SOTF-COM.



Minimum Requirements: Current service in the Army; Chaplain MOS, Paranormal Operations MOS, Int 3 and Per 4, Will 5.

First Aid 3, Guns (Handgun) 3, Humanities (Theology) 5, Magic Theory 3 or Myth and Legend (Any Type) 3, Navigation (Land) 1, Notice 4, Occult Knowledge 4, Research/Investigation 4, Sport (Parachuting) 2, Survival (Forest) 1.

Airborne School, The Gift, Divine Inspiration, Military Rank 1, Nerves of Steel, Social Stigma (Spooky/Unnatural) -2. Their Non-Combatant Drawback only applies to mortals and not the supernatural enemies this unit was designed to oppose.

Qualities & Drawbacks: Hard to Kill, Fast Reaction Time, and various forms of Resistance are especially useful in

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H Company's line of work. Emotional Problems and Recurring Nightmares are equally common Drawbacks, with Delusions and other Mental Drawbacks not being unheard of, because Holy Rollers face Leviathan's many horrors far more intimately than does the average grunt.

Skills: Combat skills are underdeveloped, as weapons are a matter of last resort. Skills that aid the investigation and study of the supernatural are of chief concern, with teams often combining specialists in various areas to better cover all bases.

Metaphysics/Supernatural: Besides being able to work miracles, several Holy Rollers are also sin eaters (see pg 70.) A few rare individuals will also possess Seer Powers. H Company counts no supernatural races among its number, not even those of the Heavenly Host.

Special Abilities: Gains two free levels (10 Essence Points worth) of Increased Essence Pool.

Available MOS: Command, Communications(Basic), Communications (Advanced), Computers, Electrician, Infantryman, Linguist, Mechanic, Military Intelligence, Psychological Operations, Recon, Sailor, Science, Systems Operator, Training.

Army. Rangers

Why do Rangers lead the way? Because we aren't afraid of what may lie ahead. We leave it for others to know fear and follow.

—Captain Thomas “Tommy Gun” Hadder

Trained at the infamous Ranger School, these soldiers know they are among the very best and hold to their well-known “Ranger Creed” as though it were Holy Scripture. To a member of the 75th Ranger Regiment, the individual is nothing without his fellows at his back. The team is everything.

Rangers are among the most reliable and efficient soldiers currently in the field, and they have been invaluable in the war against the Dark Apostle's

armies. They have conducted themselves admirably in their intended capacity as a force trained in seizing airfields, gathering intelligence, scouting, patrolling (especially long range into enemy territory), spotting targets, providing forward observation, sabotaging chosen sites, and acquiring supplies (from the enemy.) So far the Rangers have mainly been occupied in Central and South America, performing raids and scouting for hidden rocket and missile sites used to launch attacks at the southern American states and shipping lines, but word has it they will soon be shipping a company or two over to Africa and/or Asia.

A typical fire team of Rangers consists of a team leader, a grenadier (armed with a grenade launcher), a rifleman (carrying communications gear), and an automatic rifleman (armed with a machine gun.) Additional equipment and/or specialists are assigned as needed, although an emphasis is placed on light, mobile gear.



Minimum Requirements: Current service in the Army; Str, Dex and Con 4 (one of which must be 5), Int 2, Per and Will 3 (one of which must be 4); men only.

Brawling 4 or Martial Arts 2, Climbing 3, Demolitions 2, Driving (Any Type) 2, Guns (Handgun) 4, Guns (Machine Gun) 3, Guns (Assault Rifle) 4, Hand Weapon (Knife) 4, Navigation (Land) 3, Notice 3, Running (Marathon) 2, Sport (Parachuting) 4, Survival (Desert) 3, Survival (Forest) 3, Survival (Jungle) 3, Survival (Mountains) 3, Swimming 3, Tactics (Small Infantry Unit) 4.

Roles

Airborne School, Hard to Kill 4, Honorable -2, Obligation (Rangers) -3, Military Rank 1, Nerves of Steel, Ranger School, Squadmate, No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Rangers go through some of the most rigorous mental and physical qualification trials available, making Hard to Kill, Natural Toughness, Survivor, and similar Qualities extremely common. Those with Social Drawbacks will quickly find they are not welcomed by the Regiment's tight camaraderie.

Skills: Rangers focus on weapons training and skill improvement related to their standard operations, especially patrolling, reconnaissance, and survival.

Metaphysics/Supernatural: So far, only mundane humans may join the Regiment.

Special Abilities: Gains two free levels of Survivor.

Available MOS: Air Defense, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Diver, Electrician, Gunner, Heavy Weapons, Infantryman, Linguist, Medical, Military Intelligence, Psychological Operations, Recon, Sailor, Special Operations, Special Operations Engineer, Systems Operator, Training.

Army, SOAR

You've heard the slogan, "Nightstalkers don't quit," and it's true. If we quit, we'd likely end up getting a bunch of you ground pounders dead. So, while it may impress the grunts when you show off your little beret, just remember who'll be flying through all that flak, at night--no less--to haul your butt back here alive so you can keep on bragging.

—Captain Jennifer Abner,
Nightstalker MH-60 Pilot

The "Nightstalkers" are among the best helo pilots the Army has. Three of the 160th Special Operations Aviation Regiment's (SOAR) four battalions

are employed for above-board Special Operations, while the fourth is purely "black ops." There is also a detached company for forward deployment. Combining these exceptional pilots with uniquely modified aircraft, SOAR works alongside SpecOps units of all Services to perform, among other duties, clandestine troop insertions and extractions, resupplying SpecOps field operatives, and aerial fire, intelligence and reconnaissance support of same. There is talk of adding two more battalions for the duration of the war, but thus far the Army has not found enough pilots that meet the Nightstalkers' high standards.



Minimum Requirements: Must have completed one Army tour, Aviator MOS (Helicopter); Dex, Con and Per 4.

Guns (Handgun) 3, Electronics 3, First Aid, 3, Mechanics 3, Piloting (Helicopter) 5, Systems Operations (Any Type) 4, Systems Operations (Communications) 2, Systems Operations (Radar) 4, Survival (Any Type) 3, Survival (Water) 3, Swimming 2, Tactics (Aerial) 3. The pilot must also have a Piloting (Helicopter) Specialty in one of AH/OH-6, UH/MH-60 or CH/MH-47.

Hardy 2, Hotdog (Helicopter) 2, Military Rank 3, and Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities, and must have perfect night-vision.

Qualities & Drawbacks: Acute Senses (Night-Vision) is common, as is Fast Reaction Time and some added levels of

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Hotdog (Helicopter.) The stress of flying into landing zones under fire, typically at night, often takes its toll on the pilots, leading them to minor Addictions and possibly Mental Disadvantages, such as Emotional Problems, so long as they do not impede the mission.

Skills: Nightstalkers are constantly training to improve their Piloting (Helicopter) skill, along with various Systems Operations and Survival Types skills.

Metaphysics/Supernatural: Restricted, as per the Active Army.

Special Abilities: Gains two free levels of Good Luck, but only for the purpose of rolls involving aircraft and their systems (weapons, avionics, etc.)

Available MOS: Administration, Air Defense, Aviator (Propeller Plane), Command, Communications (Basic), Communications (Advanced), Computers, Electrician (Helicopter), Gunner, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic (Helicopter), Military Intelligence, Ordnance/Munitions, Recon, Systems Operator, Training.

SOAR Aircraft: To best suit their missions, SOAR aircraft are often fitted with top-of-the-line (sometimes even classified) equipment for night flying, communications, positioning, radar detection, and Nap-of-Earth flying. The vehicles can also better handle weather that would down a standard model, not to mention additional weapons and armor for combat missions.

A typical SOAR upgrade includes: Increase Handling by 1, Night-Vision and Infrared Optics (Pilot), AV +1/10th normal, In-Flight Refueling, NOE Navigation System 4.

Army, Special Forces Groups (Airborne) (SFG)

The funny thing about being in the Special Forces is that we're the most public covert operations team out there. Still, we've never let the PR get in the way of kicking ass.

—First Sergeant Jeremy Benswill

Better known as the “Green Berets,” Army Special Forces abandoned the name in the '70s even though their role has changed very little beyond adapting to the times. Special Forces are trained to take on any task, anywhere, regardless of available resources, time, manpower, and political and public confidence. They are there to get the job done. Period. This rather broad declaration of purpose has fitted SpecForce (perhaps rightfully) with a reputation for being hard as nails, half-crazed sons of bitches, earning them the nickname “snake eaters” from other Special Operations units.

Because of their wide variety of skills, Special Forces often finds itself taking on the role of instructor for other units, regardless of Service, be those units elite or not. Also, they are called upon more than anyone else to infiltrate Church of Revelations territory to find Underground Movement sympathizers to arm and train.



Minimum Requirements: Current service in the Army; Infantryman MOS, Special Operations MOS, Str, Dex and Con 4 (one of which must be 5), Int, Per and Will 3; men only.

Brawling 4 or Martial Arts 2, Climbing 2, Demolitions 2, Driving (Any Type) 2, Guns (Assault Rifle) 4, Guns (Handgun) 3, Guns (Machine Gun) 3, Guns (Missile Launcher) 2, Hand Weapon (Knife) 3, Instructor 2, Language (Any Foreign) 2, Navigation (Land) 3, Notice 3, Sport (Diving) 2, Sport (Parachuting) 2, Survival (Desert) 2, Survival (Forest) 2, Survival (Jungle) 2, Survival (Mountains) 2, Swimming 2, Tactics (Small Infantry Unit) 4. At least one Survival skill must be 3.

Roles

Airborne School, Jack-of-All-Trades 2, Military Rank 1, Nerves of Steel, Squadmate, No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Charisma and other Social Qualities are useful when dealing with foreign cultures, but otherwise Qualities and Drawbacks follow much the same pattern as other SpecOps units.

Skills: SpecForce operatives are the Army's boy scouts they must always be prepared. All manner of skills are appropriate, starting with those of the MOS and unit requirements but also touching on areas that are useful for covert operations and dealing with foreign indigenous populations.

Metaphysics/Supernatural: Because they are so used to working with all sorts of people from all over the world, SpecForce is more open to the Gifted and supernatural beings than any other (public) American military unit.

Special Abilities: Gains two free Quality points to spend as desired.

Available MOS: Air Defense, Aviator, Command, Combat Engineer, Communications (Basic), Communications (Advanced), Diver, Electrician, Gunner, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Recon, Sailor, Special Operations Engineer, Systems Operator, Training.

Coast Guard, Active & Reserves

Everyone thinks we're not real sailors. They think we're just looking to get out of 'real' service. Bull. We're what keeps the things that go bump in the night off our beaches and out of the harbors. People seem to forget how the 'real' soldiers didn't do such a bang up job of that.

—Ensign Tim Kirney,
Coast Guard cutter "Sam Clemens"

Before the war, the Coast Guard would patrol America's coasts and waterways, assisting boats and ships, performing search and rescue, environmental safeguarding, and enforcing maritime law—especially when it came to smuggling and illegal immigration. Today's Coast Guard is a very different creature and, as during any state of war, operates as the Navy's 1st Fleet.

With enemy subs stalking the water, looking for shipping to sink and busy sea lanes to mine, Coast Guard ships have been upgraded with more effective sonar and minesweeping gear, not to mention weapons—depth charges and deck-borne torpedoes, at the very least. With so much of the Navy's ships still undergoing major refits and recommissioning after the AoR's stealth attacks, the Coast Guard has more than doubled in size and is currently America's best defense against waterborne infiltration and invasion.



Minimum Requirements: Sailor MOS; all Attributes 2.

Brawling 2 or Martial Arts 1, Driving (Any Type) 1, First Aid 2, Guns (Handgun) 2, Guns (Assault Rifle) 2, Guns (Machine Gun) 2, Navigation (Water) 3, Piloting (any watercraft) 3, Seamanship 2, Swimming 3, Survival (Ocean) 3.

Military Rank –1. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Even with all that is going on, the Coast Guard is not a front-line combat unit, so Qualities such as Hard to Kill, Nerves of Steel and Cool Under Fire are not

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typical. Acute Senses—especially good eyesight are desirable. Drawbacks pretty much run the full gamut.

Skills: Piloting of boats is common, as are other skills of use aboard ship, including most types of Systems Operations and Navigation. The Coast Guard has been putting greater emphasis on combat skills, but is still far from a battlefield Service—the Coast Guard is still more concerned with interdiction than proactive combat.

Metaphysics/Supernatural: Several Seers have enlisted to help hunt for submarines and guard against weapons of mass destruction being smuggled into America, but most Gifted and supernatural creatures are screened out for special assignment elsewhere.

Special Abilities: Gains one free level of Piloting (Ship.)

Available MOS: Administration, Aviator (Propeller Plane and Helicopter most common), Command, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Logistics/Supply, Mechanic, Military Police, Ordnance/Munitions, Systems Operator, Training.

Marine Corps, Active & Reserves

Every man is a rifleman, from the general at the top calling the shots to the lowly grunt stuck scrubbing latrines. What other Service can make that claim? Sure as hell, we're life takers and heartbreakers the lot of us, the only trouble is deciding which of the two you'll be better at when I'm done with you slugs.

—Gunnery Sergeant Martin
Towhouser, Paris Island instructor

Smallest of the American military Services except for the Coast Guard (which is currently growing by leaps and bounds), the USMC is one of America's strongest fists. Even the most zealous of the Church of Revelations soldiers has learned to respect the Marines' skill and

esprit de corps. Marines train to adapt and overcome their objectives, even the lowliest of riflemen possesses such a strong sense of duty and honor to accompany their ability to fight by sea, air, or land that other Services often think of the Corps as nothing but mindless automatons. In truth, Marines in the field are amongst America's most free thinking servicemen, and they prove it by possessing a long history of hitting enemy after enemy where it hurts most.

The "Old Breed" has been essential in keeping the AoR off balance by performing rapid hit and run amphibious raids against key seaports in Central and South America. The Corps has been in a high state of readiness for years in preparation for the inevitable invasion of Europe and Northern Africa, full knowing that Marines are the most likely choice to spearhead such actions. In the meantime, the USMC has been irreplaceable in maintaining order and security at home, as well as partaking in limited operations overseas.



Minimum Requirements: Infantryman MOS; Str and Dex 2 (one of which must be 3), Con 3, Int, Per and Will 2.

Driving (Any Type) 1, Guns (Assault Rifle) 4, Guns (Machine Gun) 2, Guns (Any Type) 2, Hand Weapon (Rifle Bayonet) 2, Martial Arts 1, Notice 2, Swimming 2, Throwing (Sphere) 2. Chaplains and Chaplain Assistants do not bare arms, and so do not need to make the weapon skills requirements. Instead, they must possess the Chaplain MOS.

Roles

Honorable -1, Military Rank -1, Obligation (Marines) -2. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Marines tend to be some of the toughest soldiers around, so Physical Qualities are especially common. Many Social Drawbacks are unwelcome due to the incredible sense of brotherhood and loyalty that Marines feel for each other and their beloved Corps.

Skills: Improving skills learned during basic training and acquiring new ones are in a Marine's best interest. Specialists—those who entirely or primarily pursue the skills of one MOS—are common. The Marines have a reputation of being excellent shots, so Guns (Assault Rifle) is likely to be high.

Metaphysics/Supernatural: The Marines have (grudgingly) accepted a few people with minor powers, but supernatural beings have not yet been accepted (knowingly.)

Special Abilities: Gains one free level of Hard to Kill.

Available MOS: Administration, Air Defense, Armor, Artillery, Aviator, Chaplain, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, JAG/Legal, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Recon, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

Fleet Antiterrorism Security Team (FAST) Company: *Requirements:* Military Police MOS, Close-Quarters Combat, Climbing 4, Demolitions 3, Guns (Submachine Gun) 5, Martial Arts 2, Notice 4, Tactics (Counter Terrorism) 3. Besides responding to terrorist threats and actions against Navy and Marine facilities and ships, FAST

temporarily augments active security for the same, especially when it comes to nuclear materials and submarines. FAST consists of 500+ Marines.

Maritime Special Purposes Force:

Requirements: Close-Quarters Combat, Squadmate, Demolitions 2, Stealth 2, Tactics (Infantry Small Unit) 4. These units can quickly adapt to mission goals and are assigned to larger task forces or operate on their own. Emphasis is placed on precision and care rather than employing overwhelming force.

Recon: *Requirements:* Recon MOS, Navigation (Land) 3, Stealth 4. Recon companies perform reconnaissance operations for the USMC. Such units are not to be confused with the Marine Corps Force Recon unit.

Marine Corps, Force Recon

Magic? Monsters? Ghosts? Bah. There are phantoms in the jungle, all right, but they're all Recon.

—Master Sergeant Shawn Killeney

Voluntarily kept apart from SOTF-COM much as they chose to remain unattached to SOCOM, Marine Force Reconnaissance maintains its own identity as a matter of pride and duty. Force Recon is a rapid-deployment unit designed to operate anywhere, leading the way for their brother Marines by acting as the first response to enemy action. As their name suggests, while Force Recon is a highly trained and motivated unit that performs in much the same capacity as the SEALs, its main purpose is to reconnoiter and survey landing sites and enemy positions, often traveling far inland to do so.



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Minimum Requirements: Current service in the Marines; Recon MOS; Str, Dex, Per and Con 4 (one of which must be 5), Int 2, Will 3; men only.

Driving (Any Type) 1, Guns (Assault Rifle) 5, Guns (Handgun) 3, Guns (Machine Gun) 2, Guns (Any Type) 3, Hand Weapon (Knife) 2, Hand Weapon (Rifle Bayonet) 2, Language (Any Foreign) 2, Martial Arts 3, Navigation (Land) 3, Notice 4, Sport (Diving) 2, Sport (Parachuting) 4, Stealth 4, Stealth Specialization (Camouflage), Survival (Forest) 3, Swimming 2, Throwing (Sphere) 2.

Airborne School, Hard to Kill 2, Honorable -1, Military Rank 2, Nerves of Steel, Obligation (Marines) -2. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Force Recon tends to call on Qualities that mix toughness with smarts, individual initiative, and stealth. They are expected to act free of the chain of command, deep behind enemy lines, so anti-social or detrimental mental conditions rarely sneak their way into the unit.

Skills: Training focuses upon survival, stealth, and clandestine combat.

Metaphysics/Supernatural: Many of the people with minor powers accepted into the Corps end up in Force Recon, a unit that prides itself on individual achievement and talent (even if it's not entirely of this world.)

Special Abilities: Gains one free level of Stealth and one free level of Good Luck.

Available MOS: Administration, Air Defense, Artillery (Type), Command, Combat Engineer, Communications (Basic), Communications (Advanced), Diver, Electrician (Type), Heavy Weapons (Type), Linguist, Mechanic (Type), Medical, Military Intelligence, Paranormal Operations, Psychological Operations, Recon, Special Operations, Special Operations Engineer, Systems Operator, Training.

National Guard, Air or Army

Just doin' my part. Now let's go show 'em what us 'weekend warriors' are all about, shall we?

—Corporal Danny McNeal, Guardsman

As supplementary forces to the Army or Air Force, the National Guard consists of civilians who fulfill a military obligation on a part-time basis. A Guardsman will usually serve one weekend per month, along with two weeks out of every summer, either helping in an active role or, most likely, training.

Each state and territory has its own Guard unit. A state's governor may call upon a National Guard unit during emergencies (and many have done so for several years now), which need not be of a military nature, and the President can call upon a unit to participate in federal operations, both domestically and abroad.

Since San Antonio, an unprecedented number of Guard units have been called into active service, especially along the southern borders where AoR activities have border towns in a constant state of awareness and alarm, and along the coasts to guard against infiltrators and saboteurs.



Minimum Requirements: One Available MOS; all Attributes 2.

Brawling 2 or Martial Arts 1, Driving (Any Type) 1, Guns (Assault Rifle) 2, Guns (Machine Gun) 1, Guns (Missile Launcher) 1, Hand Weapon (Rifle Bayonet) 1, Swimming 1, and Throwing (Sphere) 1.

Roles

Military Rank -1. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Contacts, Resources, and many levels of Status are not unheard of, as are low levels of Cruel and Cowardly. Hard to Kill, Fast Reaction Time, Nerves of Steel, and Social Stigma (Toy Soldier) are common. Cases of Addictions, Adversaries (especially the AoR), Phobias, Emotional Problems and Multiple Identities have been on a sharp rise among Guard units that kept in prolonged active status.

Skills: Improving skills learned during basic training and acquiring new ones are in the soldier's best interest. Specialists—those who entirely or primarily pursue the skills of one MOS—and widely trained soldiers both have a role to play.

Metaphysics/Supernatural: Most any is possible, although rare. Unless the Cast Member somehow manages to slip past the new preternatural screening process, most supernatural beings and Gifted are channeled for “special assignment” with elite units.

Special Abilities: None.

Available MOS: Administration, Air Defense, Armor, Artillery, Aviator (Propeller Plane, Helicopter for Army, plus Jet Fighter or Bomber for Air Force), Chaplain, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Recon, Sailor, Systems Operator, Training.

Navy. Active & Reserves

Most people think the Navy is the weak link in the military—the place where everyone not good enough for another Service ends up. I'd like to see them keep their cool when they're in the middle of the ocean on a metal boat, with thousands of feet of water beneath them and nothing in sight, fully knowing there is a submarine down in that darkness, hunting them. Let's see them look down into those waters and still get the job done, and then we'll discuss who is the flotsam and who is the cream of the crop.

—Scaman Michael O'Malley, USS Ingraham

Open water military operations are the province of the Navy, which is equipped with over 300 ships of various sizes and classes, and over 4,000 aircraft, ranging from search and rescue to combat, from helicopters to strike fighters. Most of the operational Navy's time involves patrolling the seas and oceans, along with the latter's airspace, but they also provide assistance and support to land assaults within range of water and offer the use of their Special Operations units, especially the SEALs.

Despite the loss of several carriers and other ships during the AoR's bomber strike against America in 2011, the Navy remains the primary proactive deterrent to a waterborne invasion of America. With the Norse gods' sinking of the AoR's First Fleet, the US Navy, with the aid of allies and the remnants of Naval Forces Europe, can more ably hunt the elusive submarine “wolf packs” and support the other Service Branches.



Minimum Requirements: Sailor MOS; all Attributes 2 except Con 3.

Brawling or Martial Arts 1, Driving (Any Type) 1, Guns (Assault Rifle) 2, Guns (Any Type) 2, Seamanship 2, Swimming 2, Systems Operations (Any Type) 2. Chaplains and Chaplain Assistants do not bare arms, and so do not need to make the weapon skills requirements. Instead, they must possess the Chaplain MOS.

Military Rank -2. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

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Qualities & Drawbacks: Sailors do not, as a rule, engage at close-quarters, so Qualities like Hard to Kill and Natural Toughness are not as common as they are in most other Services. Otherwise, Qualities and Drawbacks vary depending upon experience and duties.

Skills: The Navy trains its sailors very well, so skills related to a Cast Member's particular duties should be high. A ship's crew must be very disciplined and focused on their duties, so skill points tend to not be spread around.

Metaphysics/Supernatural: A few individuals with paranormal abilities that prove useful in naval and aerial combat have been accepted into the Navy, including confirmed reports of a classified being with the ability to survive the ocean depths that has been helping to hunt and kill AoR submarines. Overall, though, there remain few Gifted and supernatural beings in the Navy.

Special Abilities: Gains one free Quality point to spend as desired.

Available MOS: Administration, Air Defense, Artillery (Anti-Aircraft Guns or Missiles), Aviator, Chaplain, Command, Combat Engineer, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, JAG/Legal, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Paranormal Operations, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

Divers: *Requirements:* Diver MOS, Demolitions 2, Demolitions (Underwater) Specialty, Electronics 3, Mechanics 3, Navigation (Water) 3, Sport (Diving) 4, Survival (Ocean) 3, Swimming 4, Con 4. Navy divers must be prepared to operate in any climate, where they perform duties ranging from underwater demolitions and reconnaissance to search and rescue or ship repairs.

Seabees: *Requirements:* Combat Engineer MOS, Infantryman MOS, Craft

(Carpentry) 3, Demolitions 4, Engineer (Construction) 4, Guns (Machine Gun, Missile Launcher or Mortar) 2, Sport (Diving) 2, Swimming 3. Seabees are the Navy's combat construction force. Trained to operate in battlefield conditions, Seabees reinforce naval strong-points, construct or destroy obstacles, prepare minefields, build facilities and fortifications, and act as a reserve combat and defense force.



Special Boat Unit: *Requirements:* Heavy Weapons MOS, Sailor MOS, Guns (Machine Gun) 4, Piloting (Boat) 4, Seamanship 3, Stealth 3, Swimming 3, Dex 3, Int 3. Special boat units operate watercraft during or in support of covert operations in maritime and riverine conditions. Besides piloting the craft during clandestine operations, SPU personnel also provide recon and support.

Navy. SEALs

We all knew there was just one way to improve our odds for survival: train, train, train. Sometimes, if your training is properly intense it will kill you. More often—much, much more often—it will save your life.

—Commander Richard “Demo Dick” Marcinko, Retired. Founder of Seal Team 6 and Red Cell

One of the more famous active SpecOps units, the SEAL (Sea, Air and Land) Forces are rather unique in that they will recruit directly out of the civilian populace if the latter can handle the training necessary to bring them up to speed. Assignments include underwater demolitions, hydrographic recon, coun-

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ter terrorism, and similarly dangerous activities in any environment, although they are primarily considered a maritime force. SEALs prefer to operate in small teams of eight men or less and never in teams larger than platoon strength. Easily counted among the best commando units in the world, "the Teams" have been in a state of near constant deployment since the war's onset.



Minimum Requirements: Current service in the Navy; Diver MOS, Sailor MOS, Special Operations MOS; Int 3, Str, Per and Will 4, Dex and Con 5; men only.

Brawling 4 or Martial Arts 2, Demolitions3, Demolitions(Underwater) Specialty, Driving (Any Type) 1, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (Rifle) 2, Guns (Submachine Gun) 4, Hand Weapon (Knife) 4, Mechanics 1, Navigation (Land) 2, Piloting (Boat) 2, Sport (Diving) 3, Sport (Parachuting) 3, Survival (Forest) 1, Swimming 4, Systems Operations (Any Type) 2, Tactics (Counter Terrorism) 3.

Airborne School, Close-Quarters Combat, Hard to Kill, Hardy, Military Rank -2, and Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities. No color blindness.

Civilian applicants can bypass any Military Quality requirements so long as they would qualify to take those Qualities were they otherwise available, and meet all the other requirements. Likewise, Navy enlistment is not necessary prior to serving as a SEAL, although one must transfer in order to join the unit.

Qualities & Drawbacks: Combat Qualities are common, as are those that give an edge in just about any situation, such as Jack-of-All-Trades

and Good Luck. Combat can be wearying, especially how the SEALs wage it, but Emotional Problems and similar Disadvantages remain rare.

Skills: SEALs are trained to be flexible and adaptable, so skills should be varied and ready for just about anything on land, sea, or air.

Metaphysics/Supernatural: No SEALs currently possess any Metaphysics or supernatural abilities (so far as anyone knows.) The SEALs do not yet trust such extraordinary abilities enough to permit members who rely upon them as part of their arsenal.

Special Abilities: Gains two free Quality points to spend as desired.

Available MOS: Air Defense, Aviator (Propeller Plane or Helicopter), Command, Combat Engineer, Communications (Basic), Communications (Advanced), Computers, Electrician, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Paranormal Operations, Psychological Operations, Recon, Sailor, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

Red Cell: Requirements: Intimidation 4, Tactics (Counter Terrorism) 5. A special unit formed to play the role of terrorists to test the security of American military installations and VIPs, Red Cell members are masters of intimidation, infiltration, and sabotage. Red Cell was disbanded in 1991 over allegations of torture and embezzlement, and its founder, Commander Richard Marcinko jailed, but that has all changed. Since the 3rd Army of Revelations came knocking on the US of A's southern border, Red Cell has been reactivated to ensure all facilities are airtight, especially with the increasing number of Fifth Column groups springing up everywhere.

Seal Team 6 (a.k.a. Devgroup: Naval Special Warfare Development Group): Requirements: Guns (Handgun) 5, Guns (Submachine Gun) 5, Tactics (Counter Terrorism) 5. Seal Team 6 is the Navy's anti- and counter-terrorist unit. It specializes in hostage rescue and terrorist response situations, and is among the best such units in the world.

Chapter 3

SOTF-COM, Section 51

Killing a myth isn't as difficult as one might expect—many of the answers are actually there in the legends, just waiting for someone to sift through the crap to find the truth. Once the brain boys figure all that out and come up with a way for me to load it into my gun, it's all gravy.

—Agent Xavier, Section 51 Bravo Team

Extraordinary times call for extraordinary measures, and now is just such a time. Section 51's members are among the best soldiers America has to offer, and they come from all Services to act as SOTF-COM's long reaching strong arm. Of course, members cannot exactly advertise their assignments, as Section 51 is about as black as "black ops" gets—members are only referred to by their code-names, even by their own teammates, and identities are never shared with anyone not possessing the utmost security clearance. Every team is given a simple designation from the military phonetic alphabet, meaning there are never more than twenty-six teams, although the number of members per team varies by availability and purpose.

If the Cast Members want to be from different Services, having them placed in a Section 51 team is one of the best options. Not only do such units allow for a variety of character types, but they also permit the sort of independence and freethinking initiative that is best suited for role-playing games.

Minimum Requirements: 3 years experience in any other Special Operations unit plus the Paranormal Operations MOS, or must be a supernatural crea-

ture or Gifted. All paranormal recruits must at least undergo basic training, meaning the Infantryman MOS; Per 4, Will 5; men only for Special Operations personnel, although paranormal members allow both men and women.

Bureaucracy 3, First Aid 3, Language (Any Two Foreign) 2, and choose one of Magic Theory, Myth and Legend (Any Type) or Occult Knowledge at 2 levels.

No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities. No color blindness.

Qualities & Drawbacks: Given the nature of the job, Qualities like Nerves of Steel and Fast Reaction Time are invaluable. A fair share of team members have developed mental disorders because of the horrors they have witnessed, with Recurring Nightmares perhaps the most common.

Skills: All manner of skills are common, including those necessary for restricted vehicles, especially considering Section 51 teams can requisition everything from tanks to jet fighters.

Metaphysics/Supernatural: Of all the government agencies combating the Church of Revelations, Section 51 has welcomed the most parabiological beings and Gifted.

Special Abilities: Choose between a +2 bonus to Fear Test rolls or two free Metaphysics Points.

Available MOS: None if not of a military background, otherwise the same as previous unit.



Roles

Civilian & Paramilitary Organizations

Not everyone fighting the CoR laces up a pair of jump boots in the morning and begins and ends every sentence with "sir!" Some are civilians with standing, of one sort or another, that grants them sanctioned (if not always public) status to combat the Church of Revelations. The following outlines a few such groups.

CIA, Black Dawn

People's paranoia about the intelligence community from the '60s onwards helped us a lot. The public was so busy turning over rocks and looking where they thought we'd most likely be hiding that we were able to stand unseen in plain sight.

—Agent Alpha 5

It should be no surprise that an organization whose stock in trade is secrets and lies would have more than a few secrets of their own. It should be surprising, however, to learn that one such secret is a covert cabal of CIA personnel, of all ranks and positions, who have worked to protect America from supernatural threats almost since the public organization's founding. This secret union works without the government's knowledge, and only a very few outside of Black Dawn's own membership suspect it exists.

Black Dawn is divided into teams designated using a letter from the Greek alphabet, with each active team member receiving a number from one to six, as the situation warrants. Not all teams are always in use, leaving letters to be filled later as new recruits come along, nor are the team sizes set—some consist of a solo operator, while others contain the full six members. Black Dawn's enigmatic leader, "Daybreak," passes down assignments through the organization's shadowy command structure, but teams never have contact with anyone other than their members and immediate liaison unless they are later elevated out of fieldwork to a position of importance.

Although Black Dawn suspected something like the arrival of the Dark Apostle was imminent, the organization proved as unprepared as everyone else for the magnitude of what happened. Black Dawn lost half its teams during European operations in the first six months of the war, and most of the lost teams haven't been replaced. Right now Black Dawn's priorities include getting as much intelligence on the Adepts and Dark Apostle as possible. To this end, Black Dawn has been risking exposure by pulling more than the usual number of strings to maneuver military units, especially SpecOps, where they will best serve by unwittingly assisting Black Dawn teams, typically by acting as distractions.

Minimum Requirements: Int 3, Per and Will 4.

Brawling 2 or Martial Arts 1, Guns (Handgun) 3, Guns (Submachine Gun) 3, Humanities (Any) 2, Intimidation 2, Language (Any Foreign) 2, Myth and Legend 4 or Occult Knowledge 2, Notice 3, Questioning 2, Research/Investigation 4.

Nerves of Steel, Obligation (Black Dawn) -2, Secret (Black Dawn Member) -3.

Qualities & Drawbacks: Qualities like Fast Reaction Time and Hard to Kill are invaluable for facing supernatural foes, as is the Paranormal Operations MOS for agents with military backgrounds. The stress can easily get to agents, however, making Emotional Problems, Paranoia, and the like not unheard of.

Skills: Chosen skills primarily relate to the identifying, dealing with, and combating the paranormal. Members also require sufficient skills to maintain a cover within the CIA.

Metaphysics/Supernatural: Black Dawn extensively employs Seers, Magicians, and supernatural creatures who have proven loyal to the cause and can conceal their true nature and primary allegiance.

Special Abilities: +2 to Tasks or Tests involving lying, subterfuge, and the like.

Chapter 3

CIA, Support Branch

"This message will self-destruct in five seconds." Yeah, we've all heard the hype and movie spin on the spy world, but the truth is far from the fiction. I've never been in a gunfight on skis, never been tied to a desk with a laser pointed at my crotch, and I've yet to save the world by seducing a beautiful damsel. My job is to protect the country, plain and simple, and by whatever means necessary, even if it means it's my ass that gets left hanging out to dry.

—Agent "John Smith," real name classified

Although the CIA employs ex-military personnel and has deep roots in the military community, it is officially a civilian intelligence organization designed to perform foreign intelligence and counterintelligence activities, along with research and analysis, for the President in pursuit of national defense and security. There is another, less public aspect of the CIA: the enigmatic "Support Branch." On paper, the Support Branch is a group of consultants, analysts, and contractors who work overseas in pursuit of America's interests, but in truth they are covert agents and soldiers working without official ties to America and conducting "off the books" operations. If discovered, the CIA disavows all knowledge of the agent and can easily provide proof the individual was never in the agency's employ.

At the war's onset, many Support Branch personnel became stranded overseas. Most were never heard from again, while others adapted and continued to fight on or funnel Stateside what information they could. Now, new teams are being sent pretty much everywhere to establish new connections and assist resistance groups with mixed results—the CoR seems to have a sixth sense when it comes to ferreting out agents, but that has not stopped the brave men and women of the Support Branch from doing what they can for the cause.

Minimum Requirements: Any MOS or Paramilitary Training; Per 3, Int 2, Will 4.

Brawling 4 or Martial Arts 2, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Any Type) 3, any four other skills at 4 levels.

Qualities & Drawbacks: Members are as likely to have any Quality or Drawback as the next.

Skills: In the espionage game, one can never be certain of what will come in handy, so operatives possess a wide range of skills. Many skills are related to the necessities of assignments, be it a covert task or related to the operative's cover identity.

Metaphysics/Supernatural: The CIA has secretly been employing the Gifted and supernatural beings for decades prior to the war, and continues to do so as much as possible.

Special Abilities: Gains two Quality points to spend on Military Qualities, bypassing any normal Military Rank requirements.



FBI, Paranormal Operations Division

The FBI of yesterday had to concern itself with everything from common criminals to spies. Today's FBI's plate is filled with Fifth Column cells, psychotic killers who slay with magic, and supernatural terrors parading as humans. I miss the good ol' days.

—Special Agent Doreen Traffic

Founded during the rise of the Church of Revelations, before the war broke out, the POD began as a secret and covert unit for investigating and intervening in situations involving "unusual" circumstances. With the supernatural now a matter of public knowledge, the POD has taken (many of) its operations public and now works with federal and state law enforcement to solve and cope

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with events of a paranormal nature. Whether investigating a ritualized, sacrificial murder or sending their SWAT-like Special Response Teams (SRT) to deal with a psychotic vampire, the POD has been invaluable in helping Americans come to terms with the supernatural dangers existing on their doorstep.



Minimum Requirements:

Investigator: All Attributes 2, except one of Int or Per must be 4, while the other must be 3.

Brawling 2 or Martial Arts 1, Guns (Handgun) 4, Humanities (Law) 4, Humanities (Any Other) 2, Myth and Legend 4, Occult Knowledge 2, Questioning 3, Research/Investigation 4.

SRT: Infantryman MOS or Paramilitary Training; all Attributes 3, plus one must be 4.

Brawling 4 or Martial Arts 2, Climbing 2, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Rifle) or Guns (Assault Rifle) 2, Myth and Legend 2, Occult Knowledge 1, Tactics (Counter Terrorism) 2, Tactics (Urban) 3.

Both: Nerves of Steel. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities. No color blindness.

Qualities & Drawbacks: Investigators and SRT members require a certain amount of survivability, so Hard to Kill, Natural Toughness, and the like are staples of the job. Still, SRTs lean more heavily towards the physical aspects of the job whereas investigators tend towards Social and Mental abilities.

Skills: Skill selection lends itself to the job at hand—investigators are biased towards knowledge and crime solving areas, while SRT members are all about killing whatever the former happens to find.

Metaphysics/Supernatural: The POD has allowed very few supernatural creatures to join the ranks, as they are still very wary of allowing the “enemy” on their team, but the Gifted are more common, if still rare.

Special Abilities: Gain one free level of Good Luck, plus one free point to spend on any of their investigator or SRT requirement skills.

Minutemen

The soldiers say we're to hold these blocks, no matter what, or the whole city falls. We'll do it with rocks or broken glass if we have to. All I know is that my wife and daughter are in here with us, and there's no way I'm leaving them to those Churchie bastards.

—Rick Abbanaz, Minuteman Block Leader

The authority and armed status of fringe militia groups is still a major concern for state and federal law enforcement, but things are changing. Thinly spread with the world in turmoil and America under direct assault, the Armed Forces soon had local concerns knocking on their door, such as Fifth Column cells springing up in poorly defended regions that can act as staging points for an-all out invasion of North America. Radical steps were needed, so military instructors have helped train the swelling ranks of militia groups in return for the latter's assistance. Government liaisons have also been assigned to coordinate and organize patrols and emergency procedures with the hope that the civilians will be able to push the enemy back should the front lines crumble. Out of a sense of nostalgia, such cooperative militia groups have been labeled “minutemen.”

Because the minutemen are such an informal, civilian organization, it is not unheard of for members to belong to other Associations (see *Armageddon*), as well. Naturally, minutemen with dual

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allegiances are wise to keep their split loyalties to themselves, lest the government catch wind and begin questioning the militiaman's loyalties.



Minimum Requirements: Paramilitary Training.

Qualities & Drawbacks: Minutemen run the full gamut of Qualities and Drawbacks, as they do not gain the full benefit of a screening process or training regimen. Basically, anyone showing ability and commitment can join the minutemen's ranks.

Skills: Besides having a wide range of skills useful in their civilian lives, minutemen tend to focus on combat skills surrounding light weapons, such as Guns (Handgun) and Guns (Assault Rifle), and they train in various survival techniques.

Metaphysics/Supernatural: Although many minutemen groups are suspicious of, or outright prejudiced or hateful towards, supernatural beings, a few have conceded that America needs all the help it can get. It does not hurt that such beings also tend to be great sources of information concerning the enemy.

Special Abilities: Gains two free levels distributed as desired between Contacts (Military or Law Enforcement) and/or Contacts (Neighborhood.)

SWAT

The soldiers can't be everywhere, and not all the battles happen at the frontlines. Crime rates are up across the board—housewives have become psychopathic serial killers, children have been possessed by monsters, and everyone is afraid of the dark. The cities are a battlefield, and anyone who says the police aren't right there in the thick of this fight can kiss my ass.

—Sergeant Paul Gresser,
Chicago SWAT team sharpshooter

The madness of the Church of Revelations has touched everyone in the world. Fear sweeps through communities and supernatural horrors stalk humanity, but nowhere is this more prevalent than in the darkest reaches of the cities. Although the police remain hard pressed to deal with a world gone mad, most forces have more than tripled the size of their SWAT teams to deal with the insanity.

Special Weapons and Tactics members receive paramilitary training, must be marksmen and level-headed, and have the capacity for calm thought under the most stressful circumstances. They deal with everything that the normal cops cannot handle, from hostage takings to paranormal threats.

Minimum Requirements:
Infantryman MOS or Paramilitary Training; Str, Int, Per and Will 2, Con and Dex 3.

Brawling 2 or Martial Arts 1, Climbing 3, Driving (Any Type) 3, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Assault Rifle) 3, Humanities (Law) 1, Intimidation 2, Tactics (Counter Terrorism) 3, Tactics (Urban) 3.

No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities. No color blindness.

Qualities & Drawbacks: SWAT members are very physical and tend towards Hard to Kill, Fast Reaction Time, and the like. Most are not trained to kill without remorse, as are soldiers, so they are more likely to suffer Social and Mental drawbacks from the stress of the job.

Roles

Skills: Most SWAT members spend some time walking a beat before joining the team, so some basic Questioning and Research/Investigation ability is likely, but they will be more interested in improving skills related to their tactical responsibilities.

Metaphysics/Supernatural: Although actual policy varies from team to team, few SWAT members can bring themselves to fully trust a supernatural creature or Gifted, so they are rare.

Special Abilities: Gains one free level of Contact (Police) or Contact (Neighborhood), and one free level of Status.

Underground Movement

The flag may no longer wave but the spirit remains strong. I'll fight until they tear my gun from my fingers and my soul from my breast.

—Anonymous Underground leader during a Paris rally

Even within nations that willingly accept the Church of Revelations' yoke, men and women fight to be free. The Underground Movement is an organized force that differs from the countless independent resistance groups operating around the world in that they have a definite chain of command in place, work towards very specific long- and short-term goals, maintain supply lines (even if they are often sparse and overtaxed), and endeavor to build a means to communicate securely between cells and with Allied forces.

Members rarely come in contact with more than a few of their brethren to minimize damage should the Soul Police capture one of them. Although this is common for most resistance networks, it is of great importance to the Underground Movement because of their efforts to recruit new members in occupied and dissenting territories around the world. Some cells are filled with people who want nothing more than to defend their homes and families and to retake their lands if possible, but others are comprised of religious or political fanatics who consider the Church of Revelations to be an evil that must be destroyed utterly, not just thrown back.

Minimum Requirements: None.

Qualities & Drawbacks: Qualities and Drawbacks run the full gamut, representing a wide range of traits and life experience.

Skills: Seeing as most resistance fighters are Average Joes and Janes that have taken up arms against the Church of Revelations' tyranny, resisters have more skills taken from typical civilian life than they do those related to combat.

Metaphysics/Supernatural: Very few Underground cells are picky about who they allow to join—they cannot afford the luxury of discrimination. Anyone willing to take up the cause is welcome, be they the local butcher, an angel, or a repenting vampire.

Special Abilities: Gains one free level of Good Luck and one free level of Contacts (Underground Movement.)

Other Nations

Many other countries continue to oppose the Army of Revelations' encroachment and fight back with everything they have. Some notable units include Canada's Rangers, Joint-Task Force 2, and newly reinstated Airborne, Japan's Self Defense Force, Russia's Spetsnaz, Israel's Shayetet MATKAL and Shayetet 13, Britain's SAS and Royal Marines, and the Allied Rapid Reaction Corps out of England (once formed of NATO troops but now home to many displaced European soldiers looking to continue the war on behalf of their conquered homelands.) Chroniclers choosing to run games with such units may use their American counterparts as a basis for design, using their own research to refine them into a unique unit.

NEED MORE INFORMATION?

This book will not tell the reader absolutely everything he needs to know about the various Services, units, and military tactics touched upon. Enough is provided to get a group started and send them in the right direction, while providing a military flavor to the game, but true enthusiasts or those just looking to educate themselves further in order to enhance game play are encouraged to do some research on their own. The books and web sites in the bibliography are a good place to start.

Chapter 3

Qualities and Drawbacks

ACUTE/IMPAIRED SENSES (NIGHT-VISION)

2-point Physical Quality or Drawback

Someone with the acute night-vision Quality can see well in the dark. Acute night vision nullifies poor lighting penalties, reduces bad lighting penalties to -2, and allows the character to roll a normal Strike Task at -4 in total darkness.

Impaired night-vision doubles all penalties for poor or bad lighting conditions, and adds -2 penalty to the Difficult Perception Test while in total darkness. Sufferers of impaired night-vision may undergo surgery to fix the problem.

CLUMSY

3-point Physical Drawback

A Clumsy person has trouble not tripping over his own feet. Every time a character with this Quality fails a Dexterity Task or Test, the character compares the resulting roll to the following table to determine the ultimate outcome.



Obviously, the Chronicler will have to improvise the final result, depending on the situation. Keep in mind, the Event should suit the degree of failure and the character's current situation. Should the Chronicler decide an Event interferes with an ally (only at "Did I do that?" or worse), then the ally suffers the modifier or Event that is two degrees less detrimental, while the Clumsy character suffers the full effect. For example, a Clumsy character's actions result in a -4 "I'll buy you a new one" result, and the Chronicler decides the Event also interferes with a nearby ally, causing him to suffer a -2 "Oops" Clumsy result.

Instead of enacting the listed event, the Chronicler may also opt to apply the chart's modifier result to the character's next Dexterity or Strength-related Test or Task, so long as it occurs in the same or following Turn. This is a less fun way of dealing with the outcome, however.

COOL UNDER FIRE

1-point Mental Quality

Even at the worst of times, these characters remain cool and focused. This Quality is a sort of lesser version of Nerves of Steel, granting a +2 bonus when making Fear Tests. In addition, any time a character with this Quality would gain a Shell Shock Point by failing a Fear Test, he may make a second Difficult Willpower Test to avoid gaining the point. This Quality increases the character's Fatigue Threshold by 1.

Cool under Fire may not be combined with Nerves of Steel; if a character has both, the latter supersedes the former.

COWARDLY—ADDENDUM

This Drawback decreases the character's Fatigue Threshold by 1 per level.

CRUEL—ADDENDUM

This Drawback decreases the character's Fatigue Threshold by 1 per level.

DELICATE

1- to 5-point Physical Drawback

Restriction: Cannot possess Hard to Kill

Roles

Clumsy Results

RESULT	MODIFIER	EVENT
7-8	-1	<i>Sorry about that.</i> Something minor happens, like dropping a held item or running into a nearby person or object.
5-6	-2	<i>Oops.</i> Your clumsiness has caused you to fall (and likely drop something, too), or the like.
3-4	-3	<i>Did I do that?</i> Not only do you fall or something similar, but you may also fall into something or someone nearby. If a person, that individual suffers the <i>Sorry about that</i> -1 penalty to whatever task they were performing, or they must make a Dexterity Task at -2 not to fall or drop something held.
1-2	-4	<i>I'll buy you a new one/I'll pay the doctor bill.</i> Yep, you definitely broke something, an object or a body part (yours or someone else's.) Any person interfered with suffers the <i>Oops</i> -2 penalty to actions.
0 or less	-5	<i>I'm so screwed.</i> Your clumsiness has placed you and any nearby companions in a predicament, turning the tide on initiative and putting you all at a distinct disadvantage. Allies suffer the <i>Did I do that?</i> -3 penalty to actions.

Characters possessing the Delicate Quality are frail and easily bruised, broken, and stomped upon. They also require more medical attention than normal to recover from wounds. Characters may take up to Level 5 in this Quality. Each level of Delicate reduces the character's Life Points Pool by three (with a minimum of 1 Life Point) and incurs a -1 penalty to Survival Tests.

DELUSIONS (PHOBIA)—ADDENDUM

This Drawback decreases the character's Fatigue Threshold by 1 per level.

EASILY WINDED

1- to 5-point Physical Drawback

The character gains 1 Drawback point during character creation for reducing his Endurance by 5 points, lowering his Endurance to a minimum of 1. A character may take this Drawback several times, assuming he has the requisite Endurance points to exchange for Drawback points.

EMOTIONAL PROBLEMS (DEPRESSION)—ADDENDUM

This Drawback decreases the character's Fatigue Threshold by 1 per level.

EMOTIONAL PROBLEMS

(FEAR OF FAILURE)

1-point Mental Drawback

The person is afraid of failure. He has to succeed at everything, or he feels he has done himself or someone else a grievous wrong. Letting himself or other people down debilitates the person with high degrees of depression and anxiety.

EMOTIONAL PROBLEMS

(FLASHBACKS)

1- to 3-point Mental Drawback

Flashbacks of some horrific past event haunt the character. These flashbacks occur suddenly, often triggered by a particular sight, smell, or sound, and completely overwhelm the character. Luckily, the flashbacks seldom last more than a few moments. The player should consult with the Chronicler, defining the event from the past and the stimuli likely to trigger the flashback. When these stimuli are encountered, the agent must make a Fear Test or suffer the effects from the Fear Table as if he had encountered the original incident. The more common the trigger, the higher the value of the Drawback. Fear Tests should be modified using double the Drawback value as a penalty (a two-point Drawback acts as a -4 penalty to Fear Tests, for example.) Characters with this Drawback also likely have the Recurring Nightmares Drawback.

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EMOTIONAL PROBLEMS

(SHELL SHOCKED)

2-point Mental Drawback

Sufferers of this mental condition, also known as Post Traumatic Stress Disorder (PTSD), once experienced stress and mental trauma from a combat or other high-stress situation. Now, they become confused or panicked by the mere thought of combat, let alone actual exposure to it. Anytime someone with this Quality is exposed to combat or must make an offensive action, he must first make a Simple Willpower Test. Failure requires a roll on the Fear Table with a bonus equal to the amount the Willpower Test failed by. If exposed to battlefield conditions, a Difficult Willpower Test is used with similar results. Failing such Fear Tests results in a Shell Shock point.

EMOTIONAL PROBLEMS

(STOCKHOLM SYNDROME)

1- or 2-point Mental Drawback

When held captive, some people begin to associate themselves with their captors and the latter's cause. In some cases this only extends so far as empathy and verbally, ideologically, or politically defending their captor's position, and is thus worth only 1 Drawback point. More severe cases are worth 2 points and involve active participation, such as becoming an overt or covert agent for their previous captor.

EMOTIONAL PROBLEMS

(TEMPER CONTROL)

1- to 3-point Mental Drawback

Situations that try one's patience, extreme mental focus and personality control are likely to cause emotional and/or physical outbursts. When exposed to such situations, the character must make a Simple Willpower Test with a penalty equal to the Drawback's value to resist lashing out with words or violence, depending upon the situation and character's overall personality. Under especially intense circumstances, the Chronicler should apply an additional penalty to the Test. Success indicates the character has retained his impulses whereas fail-

ure means a loss of control. The exact effects of losing one's temper depend on the situation, the Drawback's value, the character's personality, and the amount the Willpower Test failed by.

EMOTIONAL PROBLEMS

(VIOLENT TENDENCIES)

1- to 3-point Mental Drawback

It could be because there's something wired wrong in his head, or because he's been made hard and cold by the atrocities he's seen during the war, but for whatever reason, this character thrives on bloodshed. He can't walk away from a fight, and whenever he's in doubt about what to do, he starts swinging, stabbing, or shooting. Whenever the opportunity to engage in violence arises, the character must pass a Simple Willpower Test with a penalty equal to the value of the Drawback, or he starts killing people.

ENDURING

2-point Physical Quality

The character can hold his breath for twice the usual time and gains a +2 bonus to any roll resisting the detrimental effects of air pressure, be it at incredible heights or the ocean depths.

FATIGUE-PRONE

3-point Physical Drawback

Characters with this Drawback get worn-out more easily than others, and suffer double normal Endurance Loss for exertion, lack of sleep, and encumbrance. In general, this Drawback is not suited for military characters, as basic training tends to beat fatigue out of men, but resistance fighters, combat journalists, and other normal men and women thrown into situations beyond their control may suffer its effects, as well as those developing Shell Shock (see pg 132.)

FEEBLE

1-point Physical Drawback

Characters with the Feeble Quality don't hold up well in the long haul. Every level of Feeble applies a -1 penalty to Durability Tests. Level 5 is normally the highest possible for human beings, although some non-human races may

Roles

be allowed more than five levels. See Chapter 4, "The Environment," for information on Durability Tests and extreme environmental conditions.

HARDY

1-point/level Physical Quality

Characters with this Quality are quite hale and durable. Every level of Hardy grants a +1 bonus to Durability Tests. Level 5 is normally the highest possible for human beings, although some non-human races may be allowed more than five levels. See Chapter 4, "The Environment," for information on Durability Tests and extreme environmental conditions.

HOTDOG

1-point/level Physical Quality

Skilled drivers and practiced pilots are a dime a dozen, but only a rare few are naturals when it comes to coaxing exceptional performance from a vehicle. If a character wants to be super skilled with more than one type of vehicle, he must purchase this Quality multiple times, assigning each Hotdog to a particular Type of Driving or Piloting.

In game terms, for each level of Hotdog a character possesses for a given Piloting type, once per game session the character can re-roll a failed Task involving that skill, using the higher result of the two rolls. Hotdog costs 1 point per level and has a 5-level limit for any given Piloting Type, though characters may take levels with additional Skill Types.

IMPAIRED SENSES (COLOR BLINDNESS)

2-point Drawback

Color blindness usually involves a deficiency in distinguishing reds and greens, although other, far less common forms exist. This may seem a minor problem, but in actuality, it can be quite debilitating, considering the confusion that inevitably arises when prime colors are placed close together. For example, even looking at printed photos or a computer screen could result in data misinterpretation. Understanding any form of color-coded system (electronics wiring, street lights,

terror alerts) can also prove problematic to the character. It is up to the Chronicler to introduce and monitor just how and when this Drawback affects game play.

JACK-OF-ALL-TRADES

3-point Mental Quality

Characters with this Quality have a little knowledge about almost everything. This could result from being worldly and well traveled, or from having watched a lifetime of *Jeopardy* and *This Old House* reruns. The Cast Member can perform any skill check for which he does not have the actual skill, as if he possessed the skill at rank of zero. However, neither the "Rule of Ten" nor any unskilled attempt penalties affect skills used in this way (though they must still get a Decent success on the Outcome Table.) The Character simply doesn't know enough about the subject to make brilliant leaps of logic to get those amazing results, or enough skill to succeed exceptionally well. However, the "Rule of One" does apply. At such times, the character thinks he knows what he's talking about or doing, but really doesn't.

LEGACY

Variable Social Quality or Drawback

Sometimes the deeds or ideals of family members or associates follow a character, and those who encounter him may evaluate him in terms of that connection, for good or ill. A minor legacy is worth 1 point, for instance, and would mean only a few people will draw the connection and/or the relevance of the character's legacy, and they are more willing to wait and judge the character by his own actions. The more points spent on the legacy, the larger the association's awareness (likely meaning national news coverage at the highest level), and /or the more severely people judge the character by it.

Legacy as a Quality can bring any number of benefits, mimicking the effects of Contact or Status, for example, as the situation and nature of the Legacy demands. As a Drawback, Legacy gives rise to any number of problems, including Negative Status, Adversaries, Social

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Stigma Drawbacks, or the false perception of Drawbacks such as Emotional Problems or Delusions that the character does not actually possess. Even a Legacy Quality can have negative effects, such as everyone expecting the character to live up to the Legacy, even if it is beyond his capability or desire to do so. Either way, how Legacy affects the character from one moment to the next is largely in the Chronicer's hands to determine, essentially making Legacy work as a mutable pool of either Quality or Drawback points that may be tailored to suit the circumstances.

NATURAL LEADER

5-point Social Quality

You have the ability to inspire people with your leadership. Anyone following a plan of your conception (under your orders) can choose one skill that she will use while carrying out the plan. Use of this skill during the plan's implementation always receives a bonus equal to your Intelligence levels, but D4(2) Turns (or more, at the Chronicer's discretion) must be spent building the plan to gain this benefit.

NATURAL SNIPER

1-point/level Physical Quality

The character has the ability to naturally gauge distance, wind, and elevation well. This Quality allows the character to make a Perception and Notice Task (modified by normal rifle ranges) to determine the best angle for striking a target. The levels of the Quality do not modify this Task.

Success on the Task allows the character to estimate the approximate distance of a target and reduce range-related Strike Task penalties or penalties for targeting body parts by the Quality's Levels. Note that using this Quality does not affect damage; reduced damage multipliers still apply, and a gun still cannot damage a target beyond its maximum range, as the bullet's

velocity is decreased too much by that point; this Quality merely allows for reduced Strike Task penalties for firing over a distance. Finally, this Quality cannot provide bonuses to strike; it can only offset penalties for range or called shots to zero.

NERVES OF STEEL—ADDENDUM

This Quality increases the character's Fatigue Threshold by 3.

PARAMILITARY TRAINING

2-point Social Quality

Several civilian organizations, such as SWAT units and militia groups, acquire training resembling the rudiments of actual military training. Along with 1 Level of Obligation towards the organization granting the training, the character gains 1 Level each of Guns (Assault Rifle) and Martial Arts. Along with the aforementioned benefits, this Quality grants the character access to all Military Qualities and Drawbacks except MOS Qualities, which can only come from actual military training.

PARANOIA—ADDENDUM

This Drawback decreases the character's Fatigue Threshold by 1 per level.

PHYSICAL DISABILITY (MUTE)

2- or 4-point Physical Drawback

Although not related to one's limbs or extremities, the inability to verbalize is a physical disability, nonetheless. Mute characters cannot speak (2-point value), and if the reason for the loss of speech is serious enough, they may even lack the ability to form more instinctive sounds, such as a wordless shout or scream (4-point value.) Most mutes learn the appropriate Language skill for signing communications, with American Sign Language (ASL) being the most common.



RESISTANCE (SHELL SHOCK)

1-point per level Quality

Resistance (Shell Shock) works like all other resistance Qualities in that the Cast Member adds levels of the Quality to all rolls to resist the effects of Shell Shock. If a character fails a Fear Test and would normally gain a Shell Shock point, but the added levels in this Quality (as a modifier) would allow the character to succeed at that fear test, he gains no Shell Shock point from the failure (though he still suffers the effects of a failed Fear Test.)

Example: Joe has two levels in Resistance (Shell Shock.) Confronted by Arisen, he has to make a Fear Test, which he fails by two. Normally, this would result in the consequences of a failed Fear Test and, therefore, the gain of a Shell Shock Point. However, his two levels in Resistance (Shell Shock) allow him to avoid gaining the Shell Shock Point, even though he still suffers the fear effects.

In addition, this Quality also increases a character's Fatigue Threshold by the Quality's level. See Shell Shock and Combat Fatigue (pg 132) for more information.

RUGGED

1-to 5-point Physical Quality

(1/2 point after character creation)

Spending 1 point during character creation adds 5 points to the character's Endurance. This Quality can be added multiple times. If this Quality is taken after character creation, however, the character may only gain 2 Endurance Points per 1 experience point spent.

SHARPSHOOTER

1-point Physical Quality

Requirement: One of Guns (Handgun, Rifle, Submachine Gun, Assault Rifle, Grenade Launcher, Mortar or Missile Launcher) 5; Dex 4, Per 4,

When using the type of firearm that allowed the character to be qualified for this Quality, a Sharpshooter gains a +4 modifier to the Aiming Task (*Armageddon*, pg 130) if a full Turn is used, and only if he makes no other attacks or defensive actions that Turn or in the Turn before he fires the weapon. The sharpshooter can-

not use this modifier if his target catches him by surprise, nor does it work with semi-automatic or automatic fire. Take this Quality separately for each qualified instance of the Guns skill the character wishes to apply its benefits to.

SLOW REACTION TIME

3-point Mental Drawback

The opposite of Fast Reaction Time, characters with this Drawback are exceptionally easy to surprise and blindsided, and they are often very slow to respond to dangerous situations. Characters with this Quality act last in any Initiative round, and suffer -2 to Dexterity-based Tests and Tasks related to reflexes (including dodge and parry/block combat maneuvers.) Finally, such characters suffer -1 to all Willpower Tests to resist Fear. This Drawback may not be taken at character creation in conjunction with Fast Reaction Time; if a character who has Fast Reaction Time acquires this Drawback through Shell Shock (see pg 132), the two simply cancel each other out, removing any hindrance or benefit to the character.

SOCIAL STIGMA

1-to 3-point Social Drawback

A Social Stigma is an unfavorable and detrimental label or idea (deserved or not) that becomes associated with the character and is not already covered by other Drawbacks. Apply double the Drawback's level as a penalty to all Social Tasks and Tests when dealing with people who realize and act upon the Stigma. Some common Stigmas include troublemaker, thief, untrustworthy, traitor, or unfaithful, but this list is certainly not exhaustive. The levels of the Social Stigma Drawback are discussed below.

Level 1: The character is followed by whispers and gossip, but not everyone knows about the stigma. Open confrontations or accusations are rare, perhaps because people often wonder whether the stories are true.

Level 2: The stories about the character are widely circulated and believed to be true. Some people react with open snubbing, while others are simply act wary or cold toward the character. Teasing is

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also common, and such behavior may prove a distraction or barrier that impedes harmonious socializing or effective group dynamics.

Level 3: Even the character's closest friends (if he has any) cannot help but believe there is some truth to the stigma. Blatant shunning, passive aggressive, or even openly aggressive behavior is not uncommon. It is also fairly typical for people to find the character reprehensible enough to refuse to work with or be around the individual.

SURVIVOR (TYPE)

1-point/level Physical Quality

Some people, for any number of reasons, can adjust better than others to adverse temperatures. Every level of Survivor provides 2 points of protection (as though armor) versus the Endurance and Life Point damage brought on by either extreme heat or cold—choose which extreme when taking the Quality. This Quality may be taken more than once, applying it to the same temperature extreme to compound its benefits, or to the opposite extreme. A character cannot have more levels of Survivor for any one extreme than his Constitution level.

UNFOCUSED

2-point Mental Drawback

Some people have a very hard time staying on task. Either they have a short attention span, a difficult time concentrating, or they are simply unmotivated. Characters with this Drawback have a difficulty prioritizing and initiating routine tasks, and they suffer from lack of concentration and drive. In game terms, this results in a -1 penalty to all Tasks and Tests that require ongoing focus, planning, and/or concentration. These characters aren't (necessarily) dim-witted, so a Perception and Notice Task to recognize immediate danger might not be penalized, while a Simple Perception Test to carefully search an area, however, would be penalized. Likewise, an Intelligence Test to quickly intuit a solution to a problem wouldn't be penalized, while an Intelligence Test to study and learn a document would. The exact adjudication of these penalties is left to the Chronicler's discretion.

Supernatural Qualities and Drawbacks

REDUCED ESSENCE POOL

1/5-point Supernatural Drawback

This character has less Essence than normal for his character type. Gaining 1 Drawback point during character creation reduces 5 points from the character's Essence Pool, to a minimum Essence of 1. This can be done multiple times.

Any character with the Gift can reduce his Essence Pool.

SIN EATER

5-point Supernatural Quality

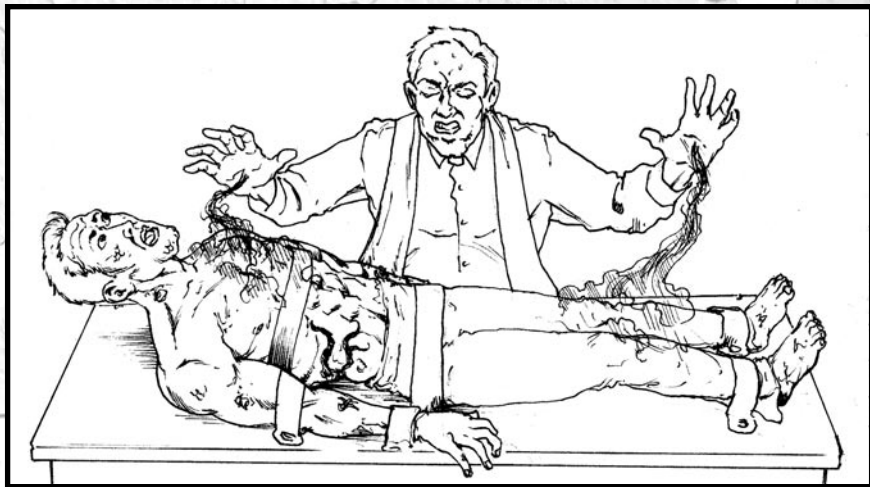
Prerequisite: Divine Inspiration

Restriction: Cannot take Essence Channeling or Taint Qualities; cannot be of a supernatural race

Able to siphon Taint from a corrupted being, a sin eater can be an invaluable weapon against Leviathan's servants. A sin eater must remain within 5 ft. (1.7 m) of the subject per level of Willpower and spend D4(2) Turns performing the required ritual for the first 5 points (or less) of Taint to be siphoned, plus an additional Turn per 5 points (rounded up) beyond that, as desired. A maximum of (Willpower x 5) Taint may be siphoned per attempt. The ritual is automatically successful if the subject is willing.

Against an unwilling target, the sin eater makes a Resisted Willpower and Rituals (Sin Eating) Task versus the target's Simple Willpower Test, or the process fails. Success means the sin eater absorbs (difference between the two rolls x 5) Taint, to a maximum of (Willpower x 5) during that attempt. The sin eating ritual suffers a -1 penalty per 10 points of Taint currently in the Target's Taint Pool, while an additional -2 penalty is applied if the target bears the Mark of Leviathan. A failed ritual results in the Taint remaining untouched, and the sin eater suffers Life Point damage equal to the amount the Task failed by and temporary Essence loss equal to twice that amount.

A successful ritual permanently siphons the Taint from the target, granting the sin eater 1 Essence (rounded down)



for every 2 points of Taint siphoned. Any converted Essence exceeding the sin eater's normal maximum harmlessly "bleeds" off into the environment. Siphoning all of the subject's Taint removes all marks, defects, and abilities of Taint corruption, and transforms the subject's Taint Pool back into an Essence Pool.

Relieving others of the burden of their transgressions is not without its repercussions, though. For every 30 points of Taint per level of Willpower the sin eater has successfully siphoned, the character gains 1 Madness Point for a Madness Pool (pg 326), as though he were Tainted. Unlike Madness Points

gained from the use of Taint, however, succumbing to Leviathan is not the ultimate result for a sin eater with too many Madness Points—utter, gibbering insanity is the sin eater's final destination.

SOUL BASTION

2-point/level Supernatural Quality

Prerequisite: The Gift, no Taint Pool

The character's spirit is resistant to the effects of Taint. Every level of this Quality provides 1 point of protection against any Taint-using ability—against non-attack powers it would increase the Taint cost to work the Taint ability upon the character by 1 or grant a +1 bonus

Sin Eating Example

A sin eater with Willpower 5 and Rituals (Sin Eating) 4 could perform the ritual against a Tainted target up to 25 ft. (8.5 m) away, draining a maximum of 25 Taint per attempt. If attempting this against a resisting target with a Taint Pool of 33 points, Willpower 2, and the Mark of Leviathan, the sin eating Task would suffer a -5 penalty, otherwise the sin eater could automatically siphon his maximum 24 Taint.

Let's say that it is an unwilling target, requiring the Willpower + Rituals (Sin Eating) (+9 - 5 = +4) Task be rolled against the subject's Simple Willpower Test (+4.) The sin eater rolls a 9 and the target rolls a 6 (13 versus 10), resulting in the siphoning of 15 Taint and granting the sin eater 7 Essence. The sin eater's penalty is also reduced from -5 to -3 because the target's Taint Pool is now lower, resulting in a +6 modifier. Another attempt is then made, with the sin eater rolling 3 and the target rolling an 8 (9 versus 12.) This time the siphoning fails and the sin eater suffers the loss of 3 Life Points and 6 Essence.

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to Tasks or Tests to resist the effects, per level, as the Chronicler deems appropriate. Against Taint-based attacks, each level provides one point of AV. Human beings may only attain up to Level 5 in this Quality, but non-human races may gain as many levels as the Chronicler chooses to allow.

Taint Qualities and Drawbacks

Use of Taint Powers (pg 327) requires the Taint Quality, at least one level of Increased Taint Pool, and Taint Channeling.

DARK BASTION

2-points/level Supernatural Quality

Prerequisite: Taint

Taint infuses the character and helps protect him from Essence's effects. Every level of this Quality provides 1 point of protection against any Essence-using ability—against non-attack powers it would increase the Essence cost to work the Essence-based ability upon the character by 1 or grant a +1 bonus to Tasks or Tests to resist the effects, per level, as the Chronicler deems appropriate. Against Essence-based attacks, each level provides one point of AV. Human beings may only attain up to Level 5 in this Quality, but non-human races may gain as many levels as the Chronicler chooses to allow.

INCREASED TAINT POOL

1/5-point Supernatural Quality (1/2-point after character creation)

Prerequisite: Taint

This character can hold more anti-Creation (Taint) than others. A Tainted character automatically starts with 5 Taint Points; spending 1 point during character creation adds 5 points to the character's Taint Pool. This can be done multiple times. After character creation, every 2 Taint Points cost 1 experience point.

Any character with Taint can increase his Taint Pool, although it is most useful to practitioners of Magic.

REDUCED TAINT POOL

1/5-point Supernatural Drawback

Prerequisite: Taint

This character has less Taint than normal for his character type. Gaining 1 Drawback point during character creation reduces 5 points from the character's Taint Pool, to a minimum Taint of 1. This can be done multiple times.

TAINT

5-point Supernatural Quality

The character's soul bears the dark marks of Leviathan without necessarily attaining *the* Mark of Leviathan or devoting himself, wholly or in part, to the Church of Revelations or to the Dark God. He is no longer completely human—or even completely of this reality. To the Gifted, his aura has an unusual, disquieting glow. Attacks that normally drain Essence (like Soulfire) inflict Life Point damage on an individual with this Quality, as the Essence in the attack reacts explosively with the character's Taint.

Characters with this Quality automatically gain one level of Taint Channeling and a Taint Pool of 5 points. Additional levels of Taint Channeling can be purchased normally.

Characters with Taint cannot use Essence for any supernatural ability. They may practice metaphysical arts, but must fuel them with Taint Points instead. Taint-fueled Metaphysics limit what a character can do. For instance, any summoning Invocations only work on creatures of Taint—normal spirits and elementals never answer calls from the Tainted.

It goes without saying that any Divine Inspiration Powers are lost at the first sign of Taint.

TAINT CHANNELING

Variable Supernatural Quality

Prerequisite: Taint

This is exactly like Essence Channeling, except it uses Taint. Taint Channeling is purchased in levels. The first level of Taint Channeling is gained free with the Taint Quality, but additional levels cost 2 points each until level 5, and 5 points per level

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thereafter. Taint Channeling can be used to power Invocations, but it obviously requires Taint to fuel them. Additionally, Taint Channeling allows access to Lesser and Greater Taint Invocations (pg 323), which are forbidden to anyone with Essence Channeling.

TAINT SIGNS

Variable Taint Drawback

Prerequisite: Taint

Tainted ones with more than 30 Taint Points and Adepts of Leviathan both risk suffering Taint Signs by having Taint Pools. Taint Signs include such things as decaying skin, deformities or a hideous appearance, or extra appendages (see below.) Beings that naturally develop Taint Pools are not susceptible to Taint Signs, although their normal form almost always suffers similar effects as a matter of course. Whenever a Tainted one gains more Taint (and already has 30 or more Taint points in his Pool), the Chronicler may require a Simple Willpower Test. Failure bestows a Taint Sign. Taint Signs may also be purchased as Drawbacks by anyone with Taint.

DECAY

The character's flesh starts to rot under the Taint's influence, and he suffers leprosy-like symptoms. Unlike true leprosy, however, the character retains all his physical abilities. In time, his appearance eventually becomes utterly monstrous. **Cost:** 1 point for an unhealthy pallor only, which makes the character noticeably inhuman, but he otherwise does not suffer any other detriment to his appearance; 3 points if the character's flesh starts to rot—he may lack a nose or

an ear, for example; 5 points if the character is hideously disfigured—much of his flesh has sloughed off his bones, and only his Taint keeps him alive.

GROWTH

Unnatural protuberances—horns, boils, or lumps—appear on the character's body. **Cost:** 1 point for small, easily concealable deformities; 2 points for protrusions requiring bulky clothing or hats to hide; 4 points for deformities that prevent the character from showing himself in public.

HIDEOUSNESS

The character's face and body no longer resembles a human's. The character goes from becoming merely unattractive to reaching inhuman levels of grotesquery. Chroniclers should treat Hideousness as negative

Attractiveness levels, which can go as low as -10.

OPENINGS

Additional orifices, such as wounds, mouths, nostrils, ears, and possibly eyes (or empty eye sockets) and the like appear across the body. **Cost:** 1 point for small, easily concealable deformities; 2 points for protrusions requiring bulky clothing or hats to hide; 4 points for deformities that prevent the character from showing himself in public.

TAINTED LIMBS

Tentacles, insectoid legs, and other inhuman limbs appear on the character. Usually, these appendages are useless; they either hang limply or twitch uncontrollably. **Cost:** 1 point for tiny limbs that appear in one or two clusters



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on the body and can be hidden under heavy clothing; 2 points for larger limbs that can only be covered under a trench coat or cloak; 3 points for clearly visible limb clusters (on the character's face or so large they are unmistakable.)

TAINTED SKIN

The Tainted character's skin acquires inhuman traits. Over time, scales; rough, blotchy textures; a cold, corpse-like complexion; or other odd feature forms on the Tainted's skin. **Cost:** 1 point for disturbing features that are not wholly inhuman and can be mistaken for a skin condition or the like; 3 points for something entirely inhuman that clothing and bad light can only partially hide.

TAINT MARK

Dark marks begin appearing on the Tainted's skin, but they are not the Mark of the Leviathan. To the Mundane, they appear as colorful tattoos, although looking at them makes the viewer uncomfortable and nervous. To those with the ability to sense such things, the mark glows with Taint, clearly identifying the person's connection to Taint. **Cost:** 1 point for a mark that is easily concealed under clothing; 2 points for a mark that is harder to conceal (on the head or face, or covering a large area); 3 points for marks that cannot be concealed.

Military Qualities and Drawbacks

Military Qualities and Drawbacks are only available to members of the Armed Forces or characters possessing the Paramilitary Training Quality, although the latter cannot take any MOS Qualities. A Chronicler may want to allow non-military characters access to some (non-MOS) Military Qualities or Drawbacks in extenuating circumstances, especially if the character is accustomed to the battlefield. If the Chronicler allows this, increase the cost of such Qualities by 1 or 2 points.

Characters may acquire more than one MOS, but the Chronicler should consider the amount of time and effort

necessary to train in a new specialty before allowing a desired choice; a new MOS *requires* the character spend time training for the new MOS, not simply spending the points for it.

MOS Quality packages list the amount of levels a character gains in a particular skill, compounding if appropriate, regardless of how many levels are already possessed. They also list any Qualities and Drawbacks appropriate for such a career path. Most MOS packages have requirements representing the degree of training and/or experience that must be possessed before the character qualifies for training in that particular field.

The High Cost of A Military Career

You may notice an MOS may be difficult, if not impossible, for a beginning character to take due to its requirements. Such a difficult MOS is purposely meant to be available only after the character has attained large amounts of practical experience and training.

ADMINISTRATION (MOS)

1-point Military Quality

Requirements: Military Rank -2

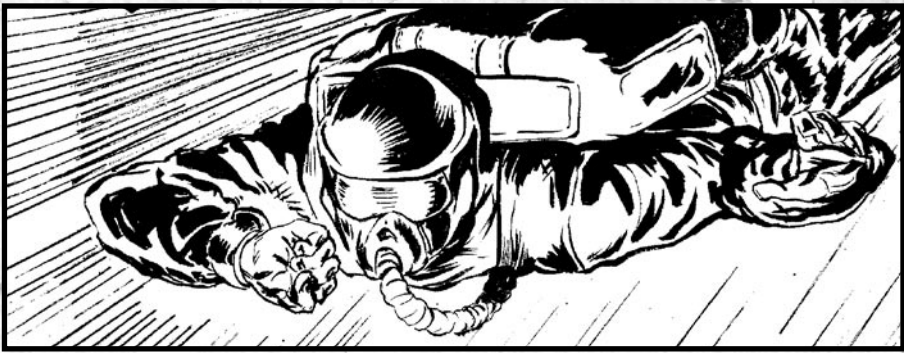
Administrators move and file the paper that keeps the entire war machine running. *Skills and levels provided:* Bureaucracy 1; and choose one additional skill from Bureaucracy 1, Computers 1, Language (Any) 1, or Research/Investigation 1. Because most other soldiers view "pencil pushers" as cowards, this MOS also bestows the Stigma (Coward) -1 Drawback.

AIRBORNE SCHOOL

3-point Military Quality

Requirements: Nerves of Steel, no levels of Easily Winded; Navigation (Air) 1, Survival (Forest) 1

Airborne units are all about mobility and utility; they are air-portable to be parachuted where needed. *Skills and levels provided:* Sport (Parachuting) 2.



The character also gains a +2 bonus to Dexterity and Sport (Parachuting) Tasks involving airborne emergency procedures, such as untangling a parachute in midair.

AIR DEFENSE (TYPE) (MOS)

3-point Military Quality

Requirements: Military Rank -2, no non-correctable Impaired Sight; Guns (Anti-Aircraft Gun or Missiles) 1, Navigation (Air or Land) 1, Systems Operations (Radar) 2

Knowing how to defend an air space utilizing ground-based weaponry not only requires proper understanding of the weapons used, but also of the aircraft themselves and the techniques employed for avoiding ground fire. *Skills and levels provided:* Guns (Anti-Aircraft Gun) 1 or Guns (Missiles) 1, and Systems Operations (Radar) 1, and Tactics (Aerial) 1. A character may take this MOS twice to gain the Guns skill not selected the first time.

ARMOR (TYPE) (MOS)

3-point Military Quality

Requirements: Military Rank -2, no non-correctable Impaired Sight; Driving (Any Type) 2, Mechanic 2, Navigation (Land) 1

An armored vehicle crewman can be assigned to anything from a light scout vehicle to a main battle tank. *Skills and levels provided:* Driving (Military Tracked Vehicle) 2 for tanks and other tracked vehicles or Driving (Military Wheeled Vehicle) 2 for wheeled armor, and choose from Mechanic 1 or Guns (Appropriate Vehicle Type) 1. A character may take this MOS twice to gain the Driving skill not selected the first time.

ARTILLERY (TYPE) (MOS)

2-point Military Quality

Requirements: Military Rank -2; Navigation (Land) 1, Weight Lifting 1

This represents proper use of support weapons and munitions handling and storage. *Skills and levels provided:* Choose from Guns (Anti-Aircraft Gun) 1, Guns (Artillery) 1, or Guns (Missile) 1; and choose one additional skill from Demolitions 1, Navigation (Land) 1, Guns (same as previous Type) 1, or Systems Operations (Counter-Battery) 1. A character may take this MOS up to three times, each instance applying the MOS to a different Type of the previously listed Guns skills.

AVIATOR (TYPE) (MOS)

4-point Military Quality

Requirements: Military Rank 3, no levels of Easily Winded, no Impaired Vision; Navigation (Air) 2, Survival (Any Type) 2, Systems Operations (Communications) 1, Systems Operations (Radar) 2; Con 3, Per 3

This MOS provides training in the rudiments of flying, emergency procedures, flight map methods, and aerial combat techniques. *Skills and levels provided:* Piloting (choose an appropriate aircraft Type) 2, and choose from Guns (appropriate aircraft Vehicle Type) 1 or Specialty in Piloting (appropriate aircraft Type.) The character also chooses between a +1 modifier to Dogfighting (see *Armageddon*, pg 145) or one skill from Guns (appropriate aircraft Vehicle Type) 1, Navigation (Air) 1, Systems Operations (Radar) 1, or Systems Operations (Electronic Warfare) 1. A character may take this MOS multiple times, each time applying it to a dif-

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ferent Type of aircraft. A navigator or RIO (Radio Intercept Officer) would concentrate on Navigation and Systems Operations, whereas a pilot will concentrate on Piloting and, likely, Guns.

CHAPLAIN (MOS)

2-point Military Quality

Requirements: Military Rank -2; Clergy Status in a Faith; Humanities (Theology) 2; Will 3

"Chaplain" is a general term applied to anyone who looks after the spiritual well-being of his fellow soldiers, regardless of the Chaplain's faith. Chaplains are special in that they do not go through basic training, and, therefore, do not need to meet a unit's normal requirements for combat skills (i.e., Guns and the like); instead, they take special religious training. Chaplains are available in all branches of the military. Enlisted men with this MOS are actually Chaplain Assistants, whereas officers are given the title of Chaplain.

Skills and levels provided: Humanities (Theology) 2, Rituals (chosen faith) 1, and distribute two levels as desired among Bureaucracy, First Aid, Humanities (Psychology, Sociology, or Theology), Language (of faith), or Storytelling. All Chaplains have the Non-Combatant and Honorable -2 Drawbacks.

CLOSE-QUARTERS COMBAT (CQB)

2-point Physical Quality

Requirements: Infantryman MOS or Sailor MOS or Paramilitary Training; one of Guns (Handgun, Shotgun, or Submachine Gun) 4

Training for combat in enclosed areas increases the modifier for Strike Tasks at Point-Blank Range to +2 and adds 2 to the Damage Multiplier instead of 1, but only when wielding a ranged weapon designed for confined spaces, such as handguns, shotguns, submachine guns, and carbines.

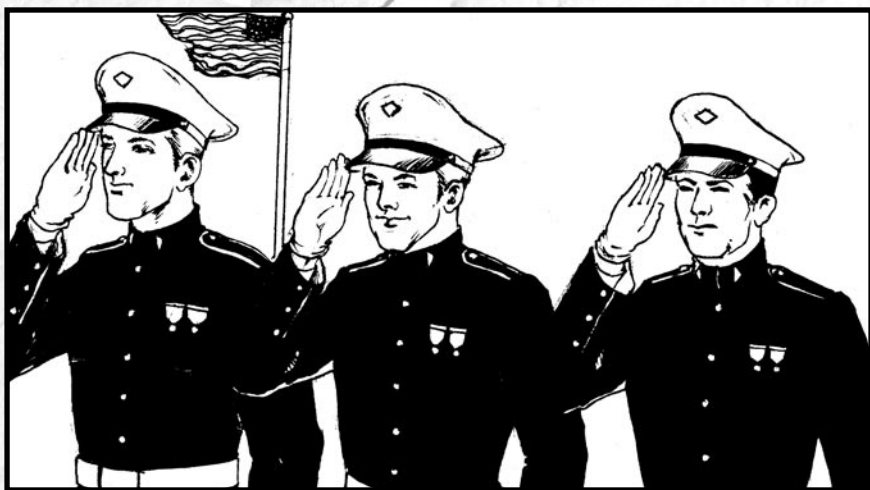
What's more, when the character is within a confined area, such as a tunnel, hallway, or small room, the training allows him to make the most of those close-quarters when looking for cover if he so chooses. This grants the character an Armor Value of $D6 + 1(4)$, but only against ranged attacks and when not surprised, while also imposing a -2 penalty to the character's Strike Tasks. If the character is already wearing armor, combine the two AVs. This special AV is lost if the character assumes an Aggressive Posture (*Armageddon*, pg 129.)

COMBAT ENGINEER (MOS)

5-point Military Quality

Requirements: Military Rank -1, no levels of Easily Winded; Engineer (Construction) 1, Demolitions 1; Int 4

Combat Engineers are responsible for erecting and destroying fortifications, roads, bridges, gun emplacements, and any number of similar structures, likely while under fire. *Skills and levels provided:* Engineer (Construction) 2, Engineer (Fortifications) 1, and Demolitions 1; and choose one additional skill from Engineer (Construction) 1, Engineer



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(Fortifications) 1, Craft (Carpenter) 1, Demolitions 1, Electronics 1, Mechanic 1, or Systems Operations (Minesweeper) 1.

COMMAND (MOS)

2-point Military Quality

Requirements: Military Rank 2, any other MOS; Instruction 1, Tactics (Any Type) 1; Int 3, Per 3

The Command MOS involves preparation for leading other men, be it a vehicle crew, infantry unit, squadron, and so on. *Skills and levels provided:* Tactics (same Type as requirement) 2 and Instruction 1. The MOS also bestows an Obligation (Unit) -1 Drawback. A character may take this MOS multiple times, each time applying it to a different Tactics Type.

COMMUNICATIONS (BASIC) (MOS)

3-point Military Quality

Requirements: Military Rank -1; Int 3

Basic communications entails radio operation and knowledge of military signals and symbols. *Skills and levels provided:* Systems Operations (Radio) 2 and Language (Military) 1.

COMMUNICATIONS (ADVANCED) (MOS)

4-point Military Quality

Requirements: Military Rank 0, Communications (Basic) MOS; Systems Operations (Radio) 4, Language (Military) 3

This MOS entails more than just rudimentary communications tasking; it involves encryption, decryption, and electronics warfare. *Skills and levels provided:* Electronics 1, Systems Operations (Encryption) 1, and Systems Operations (Electronic Warfare) 1; and choose between an additional level of either Systems Operations (Encryption) or Systems Operations (Electronic Warfare.)

COMPUTERS (MOS)

3-point Military Quality

Requirements: Military Rank 0; Computers 1; Int 3

Computer operators may be assigned to administrative duties or to operate logistics or command equipment upon the battlefield. The latter role is increasingly important as reliance upon computers to direct and gather intelligence becomes more prevalent. *Skills and lev-*

els provided: Computers 2; and choose one additional skill from Computer Programming 1, Computer Hacking 1 or Systems Operation (Encryption) 1.

DIVER (MOS)

3-point Military Quality

Requirements: Military Rank 0, no levels of Easily Winded; Demolitions 2, Mechanics 1, Swimming 3; Con 4

A diver's responsibilities include underwater vehicle maintenance, salvage recovery, rescue, surveying, and demolitions, among other things. *Skills and levels provided:* Sport (Diving) 2 and the Demolitions (Underwater) Specialty.

ELECTRICIAN (TYPE) (MOS)

2-point Military Quality

Requirements: Military Rank -1; Electronics 1

The Electrician MOS trains soldiers in electrical repair and construction in a particular field. *Skills and levels provided:* Electronics 1 and select an Electronics Specialty in any military-related electronics field, such as Propeller Plane, Helicopter, Communications, Computer, Jet, Radar, Light Vehicle, Armored Vehicle, Boat, Ship, or Weapon Systems. This MOS may be selected multiple times, each time choosing a different Electronics Specialty.

GUNNER (TYPE) (MOS)

2-point Military Quality

Requirements: Military Rank -1; 2 or more levels of the relevant Guns Type

The soldier is trained as a vehicle gunner. This could mean the soldier acts as a helicopter weapon's operator, a door gunner, a tank gun operator, or so on. *Skills and levels provided:* Choose a Guns vehicle Type to gain 1 level in—Guns (Machine Gun) 1 for a door gunner or Guns (Tank) 1 for a tank gunner, for example. When using such weapons, the penalties for *Shooting From Vehicle* or *Using Vehicle-Mounted Weapons* (not stabilized) are reduced by 1. Additionally, when firing from an appropriate vehicle moving at 30 + mph the gunner's Dexterity may not exceed the weapon's Accuracy +1 for non-stabilized weapons, or the penalty is limited to -1 if stabi-

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lized. When traveling at less than 30 mph the gunner gains a +1 modifier to hit the target. This MOS may be selected multiple times, each time choosing a different Guns vehicle Type.

HEAVY WEAPONS (TYPE) (MOS)

2-point Military Quality

Requirements: Infantryman MOS or Sailor MOS, no levels of Easily Winded; Weight Lifting 1

The character is an expert in portable support weapons. *Skills and levels provided:* Choose from Guns (Machine Gun) 2, Guns (Flamethrowers) 2, Guns (Grenade Launcher) 2, Guns (Mortars) 2, or Guns (Missile Launcher) 2. This MOS may be selected more than once, each time applying it to a different Type of weapon.

INFANTRYMAN (MOS)

2-point Military Quality

Requirements: Military Rank -2, No levels of Easily Winded

Infantryman is the catchall training that prepares one to be a basic foot soldier (or Service equivalent.) *Skills and levels provided:* Guns (Assault Rifle) 1 and Throwing (Sphere) 1.



JAG/LEGAL (MOS)

4-point Military Quality

Requirements: Military Rank 3; Bureaucracy 1, Humanities (Law) 2, Writing (Advocacy) 1; law degree and bar admission; Int 3

Even the military requires legal representation, be it for external or internal matters, and the JAG (Judge Advocate General's) Corps is responsible for such proceedings and regulations. *Skills and levels provided:* Humanities (Law) 1 and the Humanities (Military Law) Specialty; and choose two additional skills from Humanities (Law) 1, Research/Investigation 1, Questioning 1, Notice 1, Storytelling 1, or Writing (Advocacy) 1.

LINGUIST (MOS)

3-point Military Quality

Requirements: Military Rank -2; Language (any other than native) 2

A linguist is a valuable commodity, as he may translate foreign news and intelligence, as well as aid in communicating with foreign allies and civilians. *Skills and levels provided:* 3 levels of Language, to be dispersed among one or more foreign languages, as desired.

LOGISTICS/SUPPLY (MOS)

2-point Military Quality

Requirements: Military Rank -2; Driving (Trucks) 2

Experts in supply and transportation, the military depends upon this MOS to keep it fed, armed, and on the move. *Skills and levels provided:* Bureaucracy 1; and choose one additional skill from Bureaucracy 1, Diving (Trucks) 1, Driving (Tracked Vehicle) 1, Hagglng 1, or Smooth Talking 1.

MACHINE GUNNER

2-point Military Quality

Requirements: Infantryman MOS, no levels of Easily Winded; Guns (Machine Gun) 4, one of Guns (Light Machine Gun or Heavy Machine Gun) Specialty; Str 4

These soldiers are especially skilled at getting the best performance from a machine gun in battlefield conditions. In combat, they apply a +2 bonus to Guns (Machine Gun) only for the sake of reducing the penalties caused by semi-automatic and automatic fire.

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When using a machine gun without a bipod, tripod, or similar support, their penalties for doing so are halved.



MARKSMAN

3-point Physical Quality

Requirement: Sharpshooter with the following required Guns skill—one of Guns (Handgun, Rifle, Submachine Gun, Assault Rifle) 6

When making a Sharpshooter's aimed attack (pg 69) with the appropriate Guns type, the character gains an additional +2 modifier to the Strike Task, but only to offset the penalties of trying to strike a particular location. Furthermore, Long Range attacks suffer no Damage Multiplier reduction, while Extreme Range attacks are only reduced by 1 while using the selected Guns type.

This Quality also adds an additional range category, Marksman Range, to the selected Guns type. Marksman Range is equal to the weapon's normal Long Range, and follows the Extreme Range category. The Marksman Range category is only available when using the Sharpshooter Quality's aimed attack. Such an attack suffers a -8 penalty to Strike Tasks and reduces the Damage Multiplier by 2. For example, a marksman making a Sharpshooter aimed attack with a .50 caliber sniper rifle can shoot at targets up to 6200 yards/meters distant.

The character may take this Quality separately for each instance of the Sharpshooter Quality he wishes to apply it to, but only if the Type of Gun skill allows for it (see this Quality's requirements.)

MECHANIC (TYPE) (MOS)

2-point Military Quality

Requirements: Military Rank -1; Mechanic 1

The Mechanic MOS trains soldiers in mechanical repair and construction in a particular field. *Skills and levels provided:* Mechanic 1 and a Mechanic Specialty in any military-related field, such as Propeller Plane, Helicopter, Communications, Jet, Light Vehicle, Armored Vehicle, Boat, Ship, or Weapon Systems. This MOS may be selected more than once, each time applying it to a different Mechanic Specialty.

MEDICAL (MOS)

3-point Military Quality

Requirements: Military Rank 1; must have a medical doctorate to be a doctor

A field medic is responsible for aiding doctors in surgery and for providing field medicine to combat units on the battlefield, whereas a doctor performs surgery behind the lines. *Skills and levels provided:* First Aid 4 (medic) or Medicine 2 (doctor.) The character also gains the Non-Combatant Disadvantage.

MILITARY ACADEMY

3-point Military Quality

Requirements: Citizen of Relevant Nation, no non-correctable Impaired Senses, no Physical Disabilities: Con 3, Int 3, Will 3, All Other Attributes 2; must be taken before beginning of military career as part of the character's background

This Quality extends to those who have graduated from a nation's elite military academies, such as America's West Point or Canada's Royal Military College. *Skills and levels provided:* Choose one skill from Bureaucracy 1, Instruction 1, Research/Investigation 1, or Tactics (Any Type) 1; and choose one additional skill from Computers 1, Fine Arts (Any Type) 1, Humanities (Any Type) 1, Language 1, or Sciences (Any Type) 1. The character also gains Military Rank 3 (O-1), Contacts (Academy Classmates) 1, and Status 1. However, graduation entails some Drawbacks: Honorable -2 and Social Stigma (Tin Soldier) -2.

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MILITARY INTELLIGENCE (MOS)

3-point Military Quality

Requirements: Military Rank 1; Bureaucracy 1, Research/Investigation 3; Int 3, Will 4

These soldiers engage in intelligence gathering and analysis, in and out of the field. *Skills and levels provided:* Tactics (Any Type) 1; and distribute two skill levels as desired among Bureaucracy, Electronic Surveillance, Notice, Questioning, Research/Investigation, Smooth Talking, Surveillance, Systems Operations (Encryption), or Tactics (Previous Type.)

MILITARY POLICE (MOS)

3-point Military Quality

Requirements: Military Rank -1, No levels of Easily Winded

Military police are responsible for enforcing the military's laws and regulations, guarding and transporting prisoners, conducting criminal investigations (if an officer), patrolling secure locations, and performing similar activities. *Skills and levels provided:* Guns (Handgun) 1, Humanities (Law) 1; and choose one additional skill from Brawling 1, Bureaucracy 1, Intimidation 1, Notice 1, Research/Investigation 1, Smooth Talking 1, Streetwise 1, or Surveillance 1.

MILITARY RANK (REVISITED)

To enhance the game's atmosphere, more detailed information on the various military ranks follows. Chroniclers more comfortable with the original system are certainly welcome to continue using it. *All* members of the military must purchase a military rank of some sort.

Pay Grade: The military uses pay grades to match the basic compensation amount to a rank. This amount does not include modifiers, such as for certain types of duties or postings. The Pay Grade column listed in the following tables provides a comparative idea of pay grade between the various rank structures of the different Services; it does not provide the Chronicler any specific details on actual payment amounts.

When two or more grades share the same Rank Level, spending the indicated points only attains the first grade. All other grades of that Rank Level must be attained by some other means once the game has begun, such as from time in Service, exemplary performance, commander recommendation, and so on.

Army Corporals versus Specialists: Corporals are non-commissioned officers,

American Armed Forces Ranks

PAY GRADE	RANK LEVEL	ARMY	NAVY/COAST GUARD	AIR FORCE	MARINE CORPS
AMERICAN ENLISTED RANKS					
E-1	-2	Private	Seaman Recruit	Airman Basic	Private
E-2	-2	Private	Seaman Apprentice	Airman	Private First Class
E-3	-1	Private First Class	Seaman	Airman First Class	Lance Corporal
E-4	0	Corporal / Specialist	Petty Officer Third Class	Senior Airman	Corporal
E-5	1	Sergeant	Petty Officer Second Class	Staff Sergeant	Sergeant
E-6	1	Staff Sergeant	Petty Officer First Class	Technical Sergeant	Staff Sergeant
E-7	2	Sergeant First Class	Chief Petty Officer	Master Sergeant / First Sergeant	Gunnery Sergeant
E-8	2	Master Sergeant / First Sergeant	Senior Chief Petty Officer	Senior Master Sergeant / First Sergeant	Master Sergeant / First Sergeant

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PAY GRADE	RANK LEVEL	ARMY	NAVY/COAST GUARD	AIR FORCE	MARINE CORPS
E-9	2	Sergeant Major / Command Sergeant Major	Master Chief Petty Officer	Chief Master Sergeant / First Sergeant (Chief Master Sergeant) / Command Chief Master Sergeant	Master Gunnery Sergeant / Sergeant Major
Sp Pay Gd	2	Sgt. Major of the Army	Master Chief Petty Officer of the Navy	Chief Master Sergeant of the Air Force	Sgt. Major of the Marine Corps

AMERICAN WARRANT OFFICER RANK

W-1	2 + Special	Warrant Officer One	n/a *	n/a	Warrant Officer
W-2	2 + Special	Chief Warrant Officer Two	Chief Warrant Officer Two	n/a	Chief Warrant Officer 2
W-3	2 + Special	Chief Warrant Officer Three	Chief Warrant Officer Three	n/a	Chief Warrant Officer 3
W-4	2 + Special	Chief Warrant Officer Four	Chief Warrant Officer Four	n/a	Chief Warrant Officer 4
W-5	2 + Special	Master Chief Warrant Officer	n/a	n/a	Chief Warrant Officer 5

American Commissioned Officer Ranks

O-1	3	Second Lieutenant	Ensign	Second Lieutenant	Second Lieutenant
O-2	3	First Lieutenant	Lieutenant Junior Grade	First Lieutenant	First Lieutenant
O-3	4	Captain	Lieutenant	Captain	Captain
O-4	5	Major	Lieutenant Commander	Major	Major
O-5	6	Lieutenant Colonel	Commander	Lieutenant Colonel	Lieutenant Colonel
O-6	7	Colonel	Captain	Colonel	Colonel
O-7	7	Brigadier General	Rear Admiral	Brigadier General	Brigadier General
O-8	8	Major General	Rear Admiral	Major General	Major General
O-9	8	Lieutenant General	Vice Admiral	Lieutenant General	Lieutenant General
O-10	9	General	Admiral	General	General

* This grade has been retired.

while specialists are not. Both receive the same pay, but corporals act as team or section leaders, and perform other duties entailing greater responsibility.

First Sergeant: For the Army and Marines, First Sergeant is a special duty given to the top E-8 in the Service, whereas First Sergeant may be E-7, E-8,

or E-9 in the Air Force. Only the Air Force requires a mandatory three-year tour. A First Sergeant is typically the most experienced member of a Service, and is an invaluable resource for the commissioned officers. The First Sergeant provides them advice, assistance, and acts as their liaison to the enlisted men.

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First Sergeant Requirements

A First Sergeant must be of the required rank, have a high school diploma, have considerable field experience, and possess the Nerves of Steel or Cool Under Fire Quality. Additionally, he must have at least Brawling 4 or Martial Arts 2, and Bureaucracy 3, Guns (Assault Rifle) 4, Instruction 3, Intimidation 3, Notice 3, and at least one other MOS skill at 5.

Warrant Officers: Candidates must prove themselves worthy of Warrant Officer status during a brief testing program before moving on to WO training, after which they are given officer's status by warrant. Warrant Officers are technical experts who work hard to maintain, manage and improve many of the systems and services that keep the military in working order. Duties include training, commanding units and operations, acting as foremen in goal-oriented specialist teams, and serving as technical advisors. They spend the rest of their careers improving that specialized knowledge and using it to benefit their fellows. In return for their advanced skills, Warrant Officers receive increased pay and enjoy the respect and admiration of their fellow soldiers. There are very few Warrant Officers because of the high demands and standards of their duties.

Special Pay Grade: There is only ever one person filling this rank in each Service. The person in this role must set a sterling example to his fellow soldiers. This position is more of a public-service position than a practical one.

Officer Requirements

All officers are required to have a minimum four-year college or university degree (including from a military academy), be an American citizen, and must complete officer's training. To keep things simple, use these requirements for officers in all militaries, regardless of nationality (although citizenship should obviously be adjusted.) The exception is a field promotion, some of which are only brevetted until a proper officer becomes available to fill the position.

NBC SPECIALIST (MOS)

4-point Military Quality

Requirements: Military Rank 3, no levels of Easily Winded, cannot have the Recklessness Drawback; Int 3, Will 4

NBC specialists are responsible for overseeing the safety and decontamination of personnel and equipment in the presence of a nuclear, biological, or chemical (NBC) threat, as well as the handling, storage and disposal of such weapons. *Skills and levels provided:* Systems Operations (NBC Detection) 2, Science (Chemistry) 1, and Science (Biology) 1.

Warrant Officer Requirements

Actual requirements vary by Service, but some commonalities may be assumed: A WO has no more than one MOS beyond Infantryman or Sailor, is between the ages of 18 and 30, has a high school diploma, is an American citizen, has Instructor 4, Bureaucracy 4, and 6 or more levels in all skills related to their specialist MOS. Marine Warrant Officers also require one to three years of active duty in the field within the past five years, and they must have served in the Corps for no less than eight years and no more than twenty.

Roles

Church of Revelations Armed Forces Ranks

PAY GRADE	RANK LEVEL	FLEET	ARMY	AIR WING	SOUL POLICE
CHURCH OF REVELATIONS ENLISTED					
E-1	-2	Rating	Private	Flyer	Trooper
E-2	-2	Able Rating	Private 1st Class	Airman	Trooper 1st Class
E-3	-1	Leading Rating	Corporal	Airman 1st Class	Trooper Specialist
E-4	0	Senior Rating	Lance Corporal	Senior Airman	Senior Trooper Specialist
E-5 & E-6	1	Petty Officer	Sergeant	Sergeant	Sergeant
E-7	1	Chief Petty Officer	Staff Sergeant	Chief Technician	Anointed Sergeant
E-8	2	n/a	Master Sergeant	Flight Sergeant	n/a
E-9	2	Warrant Officer	Warrant Officer	Warrant Officer	n/a
CHURCH OF REVELATIONS OFFICERS					
O-1	3	Midshipman	Second Lieutenant	Pilot Officer	Lieutenant
O-2	3	Sub-Lieutenant	Lieutenant	Flying Officer	Lieutenant Cleric
O-3	4	Lieutenant	Captain	Flight Lieutenant	Captain
O-4	5	Lieutenant Commander	Major	Squadron Leader	n/a
O-5	6	Commander	Lieutenant Colonel	Wing Commander	n/a
O-6	7	Captain	Colonel	Group Captain	Colonel
O-7	7	Commodore	Brigadier	Air Commodore	Director
O-8	8	Rear Admiral	General	Air-Vice Marshal	n/a
O-9	8	Vice Admiral	Lieutenant General	Air Marshal	n/a
O-10	9	Admiral	General	Air Chief Marshal	n/a

NON-COMBATANT

1-point Social Disadvantage

Requirements: Military Rank -2

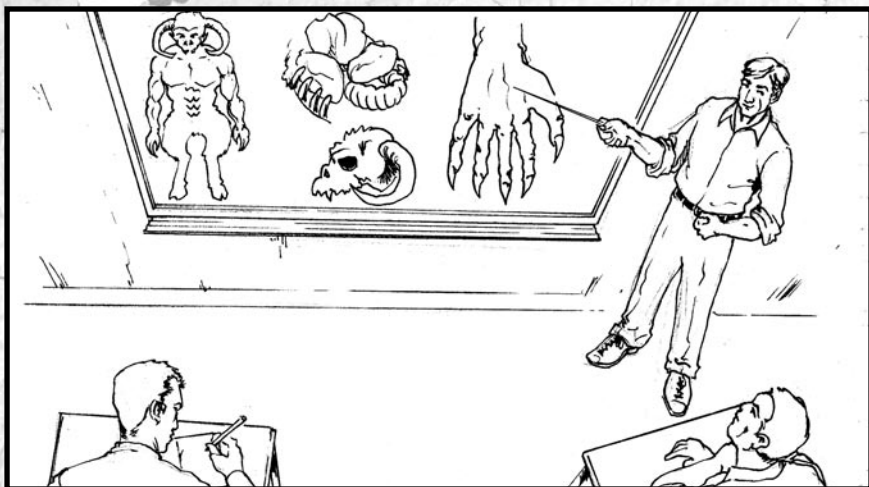
For whatever reason, the character is forbidden from carrying weapons by the rules of war. Chaplains and Medics are the most common non-combatants. Failing to abide by this rule can have severe consequences before one's officers, Clergy, and/or a court of military law (the severity of penalty for disobeying this requirement, however, has lessened since the End Times began.)

ORDNANCE/MUNITIONS (MOS)

3-point Military Quality

Requirements: Military Rank -1, no levels of Easily Winded; Demolitions 1, Weight Lifting 1; Will 3

Ordnance soldiers are trained to handle and store munitions. They must also have a working knowledge of the munitions to better handle them and to deal with munitions-related emergencies. *Skills and levels provided:* Demolitions 2 and the Traps (Explosive) Specialty.



PARANORMAL OPERATIONS (MOS)

5-point Military Quality

Requirements: Military Rank 1, Nerves of Steel;
Int 4, Per 4, Will 4

A new addition to the military, training focuses on intelligence gathered on magic and the supernatural, including information concerning paranormal allies. Most Services are desperately looking for soldiers with the gumption and wits to take on the job, knowing that it means going into some of the riskiest situations the End Times can offer. *Skills and levels provided:* Occult Knowledge 1, Myth and Legend (Any Type or split between two Types) 2, and Magic Theory 2. As the mainstream military has not quite come to terms with this new MOS, those possessing it have the Social Stigma (Spooky/Unnatural) -1.

PSYCHOLOGICAL OPERATIONS (MOS)

3-point Military Quality

Requirements: Military Rank 0; Humanities
(Psychology) 2 or Humanities (Sociology) 2,
Intimidation 1; Int 4, Will 4

Battles are not always fought with a gun. Some they are fought with words and ideas. A PsyOps soldier may be called upon to gauge the enemy's mental state or design a propaganda campaign. *Skills and levels provided:* Humanities (Psychology) 2 or Humanities (Sociology) 2, Intimidation 1, and Tactics (PsyOps) 1. This MOS is not for the pure of heart, however, so it also bestows Cruel -1.

RANGER SCHOOL

4-point Military Quality

Requirements: Military Rank 1 in any US Service;
One MOS from the following list: Air Defense,
Armor, Artillery, Combat Engineer, Heavy
Weapons, Infantryman or Special Operations;
Hard to Kill 4, Nerves of Steel, no levels of Easily
Winded; Climbing 2; Str 4, Con 4, Will 3; men only

Ranger School is perhaps the most grueling training in the American military, and so many other Services send their best to the school before moving on to duties within their own Service. In short, more than just the 75th Ranger Regiment goes to Ranger School. Passing is no guarantee of staying in the Ranger Regiment for those in the Army, as many graduates cannot keep up with the unit's high physical and mental standards, but a Ranger Tab given to those who pass the course remains a mark of distinction, regardless. *Skills and levels provided:* Navigation (Land) 1, Sport (Parachuting) 1, Survival (Desert) 1, Survival (Forest) 1, Survival (Jungle) 1, and Survival (Mountains) 1. Choose between 1 bonus level of either Constitution or Willpower. The Ranger Creed instills the graduate with Honorable -2 and Obligation (Rangers) -1.

* Sometimes foreign allies send their own elite soldiers and instructors to Ranger training, so they can bring what they learn back home.

RECON (MOS)

4-point Military Quality

Requirements: Military Rank -1, no levels of Easily Winded; Notice 3, Stealth 2, Survival (Any Type) 2; Per 4

A unit is only as good as the guy on point because he is the one responsible for giving everyone else the head's up when trouble is around. *Skills and levels provided:* Notice 2 and Survival (Any Type) 1; and choose one additional level from Language, Notice, Stealth, Survival (Any Type), Tracking, or Traps.

SAILOR (MOS)

3-point Military Quality

Requirements: Military Rank -2, no levels of Easily Winded; Swimming 2

Although only members of the Navy are actually "sailors," this training covers rudimentary watercraft skills, regardless of which Service the character is in. *Skills and levels provided:* Piloting (Any Watercraft) 1 and Seamanship 1; and choose one additional skill from Piloting (Any Watercraft) 1, Navigation (Water) 1, Seamanship 1, or Survival (Ocean) 1.

SCIENCE (MOS)

4-point Military Quality

Requirements: Military Rank 3; Research/Investigation 3, Science (any two) 4; Int 3

The military always needs scientists to develop new equipment and weapons, not to mention to study the supernatural since the onset of the End Times. *Skills and levels provided:* Three levels to distribute in any Science skills, but at least 1 level must be placed in a Science skill in which character qualified for this Quality with. The character also gains Research/Investigation 1.

SPECIAL OPERATIONS (MOS)

4-point Military Quality

Requirements: Infantryman MOS or Sailor MOS, no non-correctable Impaired Senses, no levels of Easily Winded; Brawling 4 or Martial Arts 2, Guns (Assault Rifle) 4, Guns (Handgun) 3, Guns (2 Other Types) 2, Hand Weapon (Knife) 3; Str 3, Dex 3, Con 4, Int 3, Per 3, Will 3; men only



Tasked with performing high-risk operations away from the traditional battlefield, often behind enemy lines, Special Operations servicemen receive some of the most rigorous training available, and their units are among the most difficult to qualify for. *Skills and levels provided:* Guns (Handgun) 1, Guns (Submachine Gun) 1; and choose three additional skills from Climbing 1, Demolitions 1, First Aid 1, Guns (any Type except Anti-Aircraft Gun, Artillery, Flamethrower, Missiles and a Vehicle Type) 1, Hand Weapon (Knife) 1, Hand Weapon (Rifle Bayonet) 1, Language 1, Navigation (Land) 1, Notice 1, Stealth 1, Survival (Any Type) 1, Systems Operations (Any Type) 1, Tactics (Infantry Small Unit) 1, Tactics (Urban) 1, Tactics (Guerrilla) 1 or Tactics (PsyOps) 1. The character also gains Hard to Kill 2, Cruel -1, and Obligation (Assigned SpecOps Unit) -2.

Chapter 3

SPECIAL OPERATIONS ENGINEER (MOS)

4-point Military Quality

Requirements:

Combat Engineer MOS, Special Operations MOS, Nerves of Steel or Cool Under Fire; no levels of Easily Winded; Engineer (Any); Int 4, Per 4; men only

Special Operations engineers are assigned to SpecOps units to assist in operations that include demolitions, sabotage, terrain evaluation, intelligence gathering, and obstacle destruction. *Skills and levels provided:* Demolitions 1, Traps 1; and distribute two levels as desired amongst Climbing, Craft (Carpenter), Demolitions, Electronics, Engineer (Construction), Engineer (Fortifications), Guns (Handgun), Guns (Assault Rifle), Guns (Submachine Gun), Hand Weapon (Knife), Hand Weapon (Rifle Bayonet), Mechanic, Navigation (Land or Water), Notice, Stealth, Survival (Any Type), or Systems Operations (Any Type.)

SQUADMATE

2-point Social Quality

Requirements: Military Rank -2, Infantryman MOS; Tactics (Infantry Small Unit) 3

Being a part of a trained military unit means being able to work as a team. It means knowing what the men and women around you are capable of and being able to work with their strengths and weaknesses. Squadmate allows the character to benefit from Squad Tactics (pg 135.)

SYSTEMS OPERATOR (MOS)

3-point Military Quality

Requirements: Military Rank -1; Navigation (Air or Land) 2; Int 3

Systems Operators work the various devices, sensors, and equipment that keep the military appraised of what is happening on the battlefield, from operating basic radar systems to ensuring the efficient functioning of the command and control computer network. *Skills and levels provided:* Systems Operations (Any Type) 2 or Piloting (UAV) 2, and Electronics 1.



TRAINING (MOS)

4-point Military Quality

Requirements: Military Rank 0; Instruction 1, 5 Levels in Any Skill; Will 3

Such soldiers have been prepared to instruct other soldiers, passing along what they know. *Skills and levels provided:* Instruction 2, Intimidation 1, and 1 level in the 5-level skill used to qualify for this Quality.

New Skills & Applications

ANIMAL HANDLING (NEW SKILL)

This skill is used for teaching “tricks” to animals capable of learning such behaviors, and it provides knowledge of proper handling and upkeep methods in regard to those animals. Teaching a behavior requires an Animal Handling and Perception Task resisted by the animal’s Simple Willpower Test. The handler gains a bonus equal to the animal’s Intelligence if it is higher than its Willpower. Handling the animal—making it perform a desired behavior or keeping it in control—uses an Animal Handling and Willpower Task resisted by the animal’s Simple Willpower Test. Bonuses for the handler may come from the animal’s familiarity with both the handler and the behavior.

Roles

DEMOLITIONS—SHAPED CHARGES (NEW USE)

Knowing how to make a charge shaped to cut through an obstacle more efficiently is key for combat engineers and saboteurs. Creating a charge with modern, malleable explosives, such as C4, requires an Intelligence and Demolitions Task, with one Success Level needed per point by which the Armor or Barrier Value shall be divided by. Two Success Levels are needed per point of division for primitive explosives with less utility, such as dynamite. Obviously, the explosive has no armor-piercing effect without an armor-piercing value of two or more. For example, to create a shaped charge out of C4 with an armor-piercing ability of 3 (divide the AV or BV by 3) requires three Success Levels. This value cannot be greater than 5.

Placing an improvised shaped charge is equally important, requiring a Perception and Demolitions Task with one Success Level required per point of armor-piercing effect. If this roll's Success Levels do not match or exceed the charge's armor-piercing capability, it was not placed in the optimum position so the armor-piercing is reduced to the rolled number of Success Levels during placement. For example, while positioning a homemade shaped charge with armor-piercing 5, the character only gets three Success Levels, reducing its armor-piercing to 3.



DRIVING (MILITARY WHEELED) TYPE

This Driving Type covers wheeled armor and infantry fighting vehicles, but excludes smaller vehicles already included in a Driving Type (e.g., hummers, jeeps, and trucks.) Characters with Driving (Truck) or Driving (Military Tracked Vehicle) can try their hand at wheeled military vehicles, suffering only a -1 or -2 penalty, as the Chronicler deems appropriate.

ENGINEER—DEMOLITIONS PLACEMENT (NEW USE)

Just as Perception and Guns may be used to aim a weapon, so too can Perception and the appropriate Engineer Type be used to notice a position of weakness for optimal placement of demolitions charges. This typically requires one minute, although this will vary based on the target's size, complexity, and quality; and modifiers should be applied based on structural soundness. Any Success Levels achieved from the Placement Task are applied as a bonus to the Demolitions Task to set-up the demo charge so long as it is placed in that specific weak spot.

ENGINEER (FORTIFICATIONS) TYPE

This Type of Engineer involves knowledge and methods related to designing and constructing military fortifications and obstacles.

GUNS (ANTI-AIRCRAFT GUN) TYPE

This Type includes automatic guns, flak cannons, and similar ground-based guns or artillery specifically designed for use against aircraft. This Type does not allow Guns Types, other than Guns (Artillery), to be substituted at a -2 penalty.

GUNS (ARTILLERY) TYPE

This Type includes cannons, automatic guns, howitzers, and anti-tank guns that are not man-portable.

It does not cover self-propelled howitzers/guns. This Type does not allow Guns Types, other than Guns (Tank) and Guns (Anti-Aircraft Guns), to be substituted at a -2 penalty.

GUNS (FLAMETHROWER) TYPE

This Type covers all man-portable weapons that shoot streams of fire. This Type does not allow other Guns Types to be substituted at a -2 penalty.

GUNS (MISSILES) TYPE

This Type includes surface launched (not man-portable) missiles and rockets, be they intended for use against water-, air-, or land-based targets. The appropriate Guns (Vehicle Type) skill can often be used instead if part of a vehicle's integrated weapon systems.

Guns (Missiles Launcher) Errata

Throughout the *Armageddon* main book, the Guns (Missile Launcher) and Guns (Rocket Launcher) skills are used synonymously. Treat all instances of the latter as Guns (Missile Launcher) to keep things simple, although the skill still covers use of rocket launchers as well.

GUNS (VEHICLE TYPE) TYPE

Choose an armed vehicle Type, as listed for either the Driving or Piloting skills. This Type does not allow other, non-Vehicle or non-Artillery Guns Types to be substituted at a -2 penalty, although similar vehicles may use the skill at the usual -2 penalty.

PILOTING VERSUS GUNS: A VEHICLE WEAPONS RULE

Some vehicle-mounted weapons are entirely fixed in their position, and, realistically, would require the pilot to actually maneuver the entire vehicle to aim at the target. A fighter's nose cannon or a helicopter's dumb fire rocket pods are good examples of such weapons. For the

Skills, Types, and Unskilled Rolls

Skills defined by specific Types, such as Guns, Driving, Piloting, and Systems Operations, may use Types of a similar or related nature with a -1 or -2 penalty if they do not actually have levels in the latter. So, someone with Guns (Handgun) could use Guns (Submachine Gun) at -2, and the same goes for Piloting (Helicopter) used to make a Piloting (Combat Helicopter) Task.

On the other hand, some Types are so different, despite belonging to the same overall skill, as to make the knowledge needed for one inapplicable to other Types. For instance, Guns (Handgun) does not help much with Guns (Artillery), nor does Piloting (Helicopter) serve much use to attempt a Piloting (Sail Boat) Task. In such cases, the Chronicler may apply a -4 penalty (or worse) if there is at least a tenuous relationship, or otherwise outright rule against such attempt being made at all.

Another option that works on its own or in conjunction with moderating the penalty for similar Types is to put a cap on the number of Success Levels achieved with a familiar Type the character does not actually have any levels of. Such a cap prevents a character from taking many levels in a single Type and milking it for "free" levels of familiar Types without actually spending skill points.

sake of keeping the game simple, the appropriate Guns skill is still used as the default for Strike Tasks with such weapons, but if you're looking to make your

Roles

vehicle combat a little more true to form and are willing to keep track of a few more things, the appropriate Driving or Piloting skill may be used instead of Guns when aiming and firing.

LANGUAGE (MILITARY) TYPE

This skill conveys an understanding of the common codes, symbols, and terms used by the character's native military (or the military of another nation if that is specified.)

LANGUAGE (ASL) TYPE

The skill conveys an understanding of the gestures and signs used in American Sign Language.

NAVIGATION (TYPE) (NEW SKILL)

This skill covers knowledge of map reading, plotting, course calculating, and the like. It is common among scouts, pilots, artillery officers, and communications and sensor operators. Types of Navigation include Air, Land, and Water. Use Navigation and Intelligence to plot and calculate a course or flight plan; use Navigation and Perception to examine someone else's course or coordinates for mistakes. The Chronicler may give bonuses or penalties to the Navigation roll for such things as weather factors, bad or non-existent

navigational equipment, or unreliable or non-existent maps. Failure indicates the plotted course is off by 10 miles per every two points by which the roll failed.

PILOTING (COMBAT HELICOPTER) TYPE

Combat helicopters react differently enough to warrant a different skill Type. Characters with Piloting (Helicopter) can try their hand at combat helicopters, with a -1 or -2 penalty, depending on the action.

SEAMANSHIP

Running a ship at sea requires a lot more than knowing how to steer and propel the thing. Seamanship is a general skill that represents knowledge of how to properly crew a large naval vessel. It deals with everything from using the bilge pump to knowledge of naval terminology to the proper procedure to drop anchor. Generally, it comes into play during chases and combat, and it is used with Intelligence for understanding of procedures, Dexterity for operation of manual controls, and Perception for targeting, chases, reading weather signs, and similar Tasks. Usually, the Chronicler should indicate which Attribute to use on any given round (See *Naval Combat*, pg 114, for details on the use of this skill.)

MILITARY SKETCH			
For use of this form, see PG 20-10, the proposed agency's BRD200			
REMARKS: ① RANGE TO BRIDGE IS 400M. ② POND IS 200M LONG ③ BRIDGE IS REINFORCED CONCRETE AND CAN HOLD 2 VEHICLES SIDE BY SIDE ④ ROAD IS ASPHALT ⑤ ROAD IS 3FT ABOVE WATER WITH SOFT SHOULDER ON BOTH SIDES.			REMARKS: ⑥ WATER IS NOT POTABLE ⑦ VEGETATION IS SPARSE W/ SOME TREES. ⑧ WOODS ON ALL SIDES. ⑨ TRP1 INTERSECTION 750M LEFT OF POSITION ⑩ TRP 2 IS BRIDGE AT POND 400M AWAY ⑪ TRP3 IS SWAMP AT INTERSECTION ⑫ BEAR REF POINT IS CHURCH
SKETCH NAME: <u>WEEKS POND</u> GRID COORDINATE: <u>PL41764R</u> WEATHER: <u>CLEAR, CALM, 60°F</u>	MAGNETIC AZIMUTH = 290°	SKETCH # <u>1</u> OF <u>1</u> SCALE <u>1"=100M</u>	NAME: <u>DOE, JOHN</u> RANK: <u>E-4</u> DATE/TIME: <u>1 OCT 88 / 0900 HRS</u>

Chapter 3

SPORT (DIVING) TYPE

Although the act of moving through the water is covered by the Swimming skill, Sport (Diving) involves knowledge of diving equipment, techniques, and safety procedures. A Perception and Sport (Diving) Task is used to detect problems with one's equipment or health while underwater, while an Intelligence and Sport (Diving) Task is used to operate equipment, calculate dive tables, and so forth.

SPORT (PARACHUTING) TYPE

Use Dexterity and Sport (Parachuting) to keep a parachute from fouling, implement skydiving basics, steer or otherwise land at the desired location, open at the correct time, and similar tasks. Wind, weather, and lighting are common factors in the Task's difficulty. Landing also requires a Dexterity and Sport (Parachuting) Task, with failure resulting in D4(2) damage per point the roll failed by. An Intelligence and Sport (Parachuting) Task is used to pack and examine one's parachute and related gear.

For game purposes, there are three types of parachutes: static, steerable, and powered. A static parachute opens upon exiting the aircraft (an actual static jump) or by the operator pulling the cord while falling, depending upon the type, but the operator has no control over his descent once the parachute opens. Steerable and powered parachutes permit the jumper to alter the direction of descent, and even allow for a faster descent, although only the powered version has an attached fan engine for propulsion.

High-Altitude, High-Opening (HAHO) jumps involve leaping from an aircraft at 30,000 feet (10,000 m) or so, requiring goggles and breathing masks,

and opening the parachute about ten to fifteen seconds later at about 27,000 feet (9,000 m.) A HAHO jump is used to reach landing zones far from the drop site—up to 30 miles (45 km) away. The danger is the jumper is left hanging in the air for a long time, leaving him exposed to ground fire and tracking.

High-Altitude, Low-Opening (HALO) jumps involve leaping from an aircraft in the same fashion as a HAHO jump, but not opening the parachute until the jumper reaches a height of 1,000 feet (333 m) or lower. Special Operations favor this technique for insertion, as it makes them more difficult to spot and does not leave them hanging long as easy targets. Such jumps are extremely dangerous, requiring a minimum Dexterity and Sport (Parachuting) Task penalty of -3 to -5 to open the parachute at the right time. Failure could mean slamming into the ground at terminal velocity.

A BASE (Building, Antennae, Span, Earth) jump is one where the jumper leaps from a stationary platform higher than 150 feet (50 m) but lower than 1,000 feet (333 m.) This provides the jumper with less time to fix a problem, correct for conditions, and open his parachute. It is also more difficult to judge the distance to the ground, requiring a Difficult Dexterity and Sport (Parachuting) Task with a minimum penalty of -2 to open the parachute at the right time.

Opening a parachute at 150 feet (50 m) or lower does not give it enough time to fill with air, meaning the character will hit the ground as though his parachute had not opened, regardless of whether or not he made a successful Task roll.

Conducting a tandem jump requires the primary parachutist to perform all



Roles

the Tasks and Tests normally related to the jump, but at a penalty of at least -2.

STEALTH—CAMOUFLAGE (NEW USE)

This skill provides knowledge in camouflaging one's self or an object. Use an Intelligence and Stealth Task to determine if the character properly camouflages himself, a vehicle, ambush site, etc. Apply modifiers based upon the environment, the materials used, and how well the two combine to create a camouflage effect.

SYSTEMS OPERATIONS (COUNTER-BATTERY) TYPE

This Systems Operations Type covers operational knowledge of equipment designed to track incoming artillery and missile fire to its source, so that fire may be returned by friendly support units (See pg 113 for more extensive details on counter-battery fire.)

SYSTEMS OPERATIONS (NBC DETECTION) TYPE

This Systems Operations Type provides an understanding of the operation of devices used to detect, measure, and otherwise scrutinize nuclear, biological, and chemical compounds, especially in battlefield conditions. It includes knowledge of how to analyze information gained from such devices, as well.

SYSTEMS OPERATIONS (MINESWEEPER) TYPE

A character with this type knows how to operate minesweeping equipment.

TACTICS (TYPE) (NEW SKILL)

This skill reflects training in developing plans and employing learned techniques and methodologies of battle (not to mention developing new ones.) The Chronicler chooses when to allow an Intelligence and Tactics Task to grant the character some insight into a good strategic or tactical idea, especially one that would be obvious in light of the character's background and training. Perception and Tactics Tasks are used when the character is trying to figure out an opponent's plans, either by watching the enemy's current activities, using other sources of information, or even by trusting plain old intuition. Chroniclers must employ great care so as not to bestow too much information too often, or the Tactics skill risks becoming a crutch that will replace the player's own creativity and insight.

The character may use other Types of tactics than what he possesses, but generally suffers a -2 or greater penalty while doing so. The Chronicler should increase the penalty the greater the difference and scope of the Tactics Types involved. For example, Tactics (Aerial) doesn't shed much light on activities that are best suited for the Tactics (Counter-Terrorism) skill.

Common Types of Tactics

Aerial: Coordination and planning for the use and deployment of aircraft for aerial combat.

Armor Small Unit: Pertains to vehicles of platoon size or smaller.

Battlefield: Coordination and planning for one or more large units simultaneously working together or separately towards the same or varied objectives upon the same battlefield.

Counter-Terrorism: Knowledge of terrorist techniques and methods, and how to counter them.

Guerrilla: Pertains to small units of irregular or SpecOps soldiers whose purpose is to undermine and generally disrupt the enemy.

Infantry Small Unit: Pertains to regular soldiers of platoon size or smaller.

Naval: Coordination and planning for the use and deployment of waterborne craft in battle.

PsyOps: Understanding of what is required to wage a war of psychology and propaganda.

Siege: Understanding of assaulting or defending fortifications and structures.

Urban: Pertains to the conditions and variables unique to an urban battlefield.

13-CENT KILLER

Character Type: Potential Hero
Character Concept: Stone-Cold Killer
Unit: Marine Corps

ATTRIBUTES

Str 2 (1 + 2 from Drawbacks)
Dex 4 (4)
Con 3 (3)
Int 2 (1 + 2 from Drawbacks)
Per 4 (4)
Will 2 (2)
LPs 36
EPs 26
Speed 14
Essence 17
Fatigue Threshold 9

QUALITIES AND

DRAWBACKS

Addiction (Smoking) (-1)
Adversary (Army of Revelations) (-3)
Cruel (-1)
Hard to Kill 2 (1, 1 from Marines)
Honorable (-2)
Humorless (-1)
Infantryman MOS (2)
Marksman (3)
Military Rank (0)
Obligation (Marines) (Major) (-2)
Recon MOS (4)
Sharpshooter (Rifle) (1)

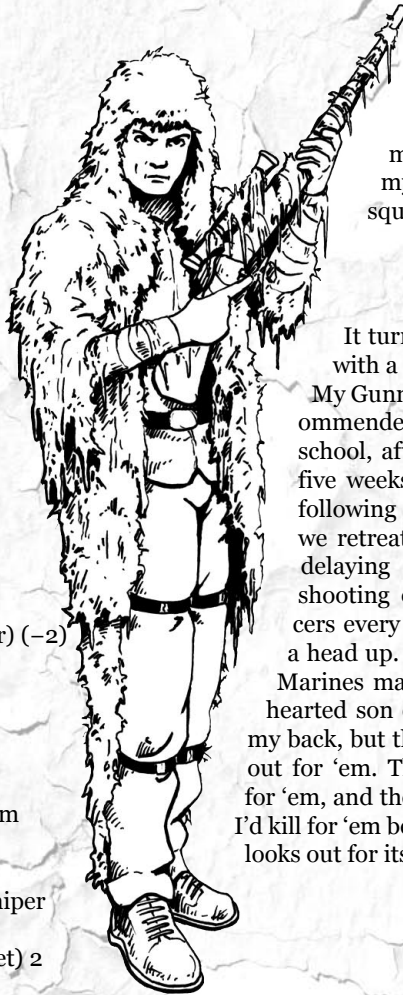
SKILLS

Driving (Cars) 1
Guns (Assault Rifle) 4 (1 from Infantryman MOS)
Guns (Machine Gun) 2
Guns (Rifle) 5 (Specialty: Sniper Rifle) 1
Hand Weapon (Rifle Bayonet) 2
Martial Arts 1
Notice 5 (2 levels from Recon MOS)
Stealth 5 (1 level from Recon MOS)
Survival (Forest) 3 (1 from Recon MOS)
Swimming 2
Throwing (Sphere) 3 (1 from Infantryman MOS)
Tracking 1

BACKGROUND

I never really fit in. I was scrawny as a kid, so the bullies loved beating on me, and my parents always told me what a huge disappointment I was. I'm sure my folks were happy when I moved out at sixteen, although they had the decency to hide it. I wandered around for a while before I truly hit rock bottom. That's when I found the Marine Corps.

Figuring I had nothing left to lose, I signed up—at least it would mean a roof over my head and three squares a day.



It turns out I was good with a rifle. Damn good. My Gunnery Sergeant recommended me to sniper school, after which I spent five weeks in a ghillie suit following our troops when we retreated from Europe, delaying the enemy by shooting one of their officers every time they'd poke a head up. Sure, my brother Marines may call me a cold-hearted son of a bitch behind my back, but they know I watch out for 'em. They know I'd die for 'em, and they certainly know I'd kill for 'em because real family looks out for its own.

Quote: "If I can see it, I can kill it."

ARCHETYPE

BLOCK LEADER

Character Type: Potential Hero
Character Concept: Reluctant Warrior
Unit: Minutemen

Martial Arts 1 (1 from Paramilitary Training)
Streetwise 4
Tactics (Urban) 4

ATTRIBUTES

Str 2 (2)
Dex 3 (3)
Con 2(2)
Int 3 (3)
Per 3 (3)
Will 2 (2)
LPs 26
EPs 23
Speed 10
Essence 15
Fatigue Threshold 8

QUALITIES AND DRAWBACKS

Adversary (Fifth Column) (-2)
Addiction (Drinking) (-1)
Addiction (Smoking) (-1)
Charisma +2 (2)
Contacts (Law Enforcement) (2)
Contacts (Neighborhood) 3
(1, 2 from Minutemen)
Cool Under Fire (1)
Cowardly (-1)
Emotional Problems (Fear of Failure) (-1)
Honorable (-1)
Natural Leader (5)
Obligation (Police) (-1 from Paramilitary Training)
Obligation (Neighborhood) (Major) (-2)
Paramilitary Training (2)
Status (1)

SKILLS

Bureaucracy 2
Computers 3
Dodge 4
Driving (Cars) 1
First Aid 3
Guns (Assault Rifle) 3 (1 from Paramilitary Training)
Guns (Handgun) 4
Haggling 3

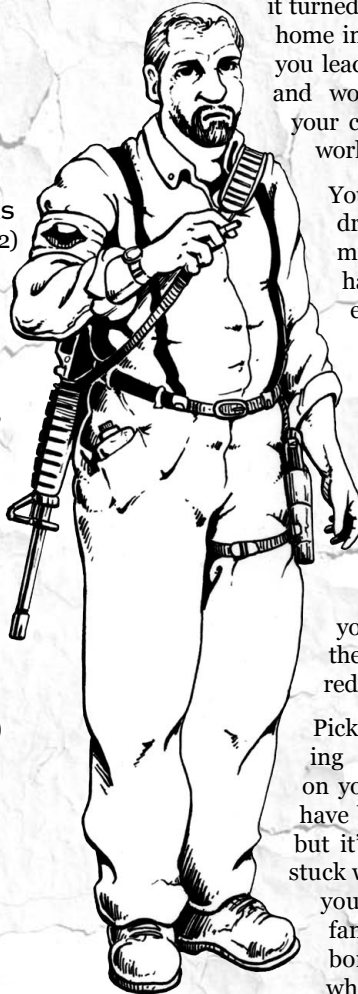
BACKGROUND

You used to be a grocer. You used to wake up shortly after sunrise, open the store, and spend your day spraying produce and handing back change. Your worries consisted of selling your stock before it turned too brown and getting home in time for dinner. Now you lead a unit of armed men and women to help protect your city. Funny how things work out.

Your old life seems like a dream. And, try as you might, you still have a hard time tracing the events that led to you being named commander of the local minutemen. A few years ago, if anyone had told you you'd know how to field strip an assault rifle, much less shoot one, or that you'd be leading a militia group, you'd have laughed in their face until you turned red.

Picking up a gun and having people's lives resting on your shoulders may not have been your first choice, but it's the job you've been stuck with. You'll do the best you can to protect your family, friends, neighborhood, and city, all the while hoping nobody notices how scared and confused you really are.

Quote: "Hey you. Yeah, YOU! What are you doing out after curfew? Let's see your papers".



ARCHETYPE

GUERRILLA REPORTER

Character Type: Potential Hero

Character Concept: Seeker of Knowledge

Association: Watcher

ATTRIBUTES

Str 2 (2)

Dex 2(2)

Con 2 (1 + 2 from Drawbacks)

Int 3 (3)

Per 4 (4)

Will 3 (3)

LPs 26

EPs 26

Speed 8

Essence 16

Fatigue Threshold 11

QUALITIES AND DRAWBACKS

Addiction (Smoking) (-1)

Adversary (Various Opponents of Truth) (-2)

Charisma +2 (2)

Contacts (Government) (2)

Contacts (Military) (2)

Contacts (Fourth Estate) (2)

Cool Under Fire (1)

Good Luck (2)

Honorable (-1)

Jack-of-All Trades (2)

Obligation (Fourth Estate) (Minimal) (-1)

Reckless (-2)

Secret (Dangerous Inside Source) (-2)

Social Stigma (Nosy Reporter) (-1)

+2 bonus to resist any power that can influence or control the mind

SKILLS

Bureaucracy 3

Cheating 2

Driving (Cars) 2

Language (Any Foreign) 2

Notice 3

Questioning 4

Research/Investigation 4

Smooth Talking 3

Storytelling 3

Streetwise 2

Surveillance 2

BACKGROUND

I've never really been one to sit down and let the lies wash over me. Even as a young beat reporter, back before the war, I was constantly getting in trouble for "sticking my nose where it didn't belong," whatever that means—there's no place where truth seekers shouldn't be welcome. Sure, other reporters have skyrocketed their careers by taking the safe path with gossip or special interest columns, but I'd gag on that crap before I'd ever add my name to it.

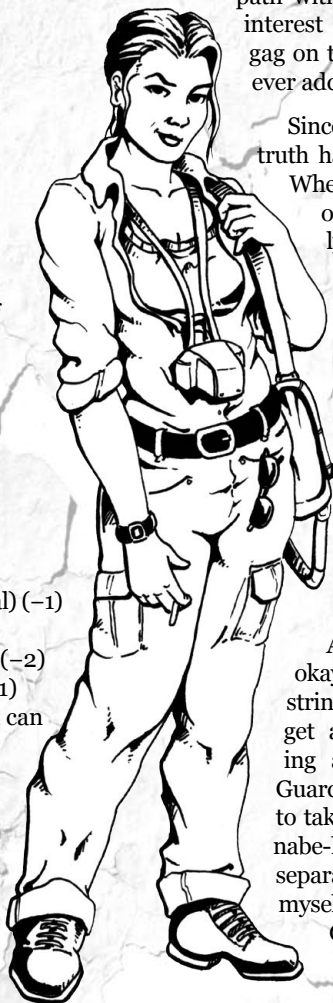
Since the war began, the truth has taken a beating.

When the problem isn't our own government lying to us about the extent of martial law policies like the Safety Ordinances or Fifth Column infiltration of Congress, it's the difficulties of getting any reliable news out of occupied territories, such as Europe or South America. That's

okay, because I've got strings I can pull to get a story, be it riding alongside National Guardsmen mobilizing to take down some wannabe-king, backwoods separatist; or having myself smuggled into Germany to get the story on the resistance. The truth

won't be held down for long by anyone, and I'll be there to share it with the world. No matter what it takes.

Quote: "This bit will play great for the primetime crowd!"



ARCHETYPE

HOTDOG PILOT

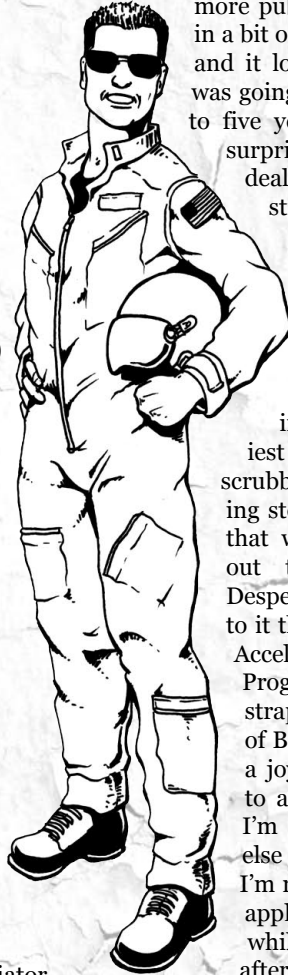
Character Type: Potential Hero

Character Concept: Daredevil

Unit: Air Force

BACKGROUND

Whether it was sports or video games, my reflexes were always such that I came out ahead far more often than not. Still, I got bored easily and needed something bigger, better, flashier, and definitely more dangerous. My adrenaline needed rushing, so I took to doing some rather stupid things. Not long after I turned eighteen, one of my riskier and more public stunts landed me in a bit of trouble with the law, and it looked like all my fun was going to disappear for two to five years. Then the judge surprised me by offering a deal. I took it. After all, a stretch in the military couldn't be worse than prison, right?



I signed on with the Air Force, thinking it would be the easiest ride—I'd do my time scrubbing toilets or slinging stew in a cafeteria, and that would be that. Turns out they needed pilots. Desperately. The judge saw to it that I got a spot in the Accelerated Flight School Program, and here I am, strapped into fifteen tons of Bat Out of Hell, behind a joystick that isn't fitted to any video game. Sure, I'm good—I mean, what else did you expect?—but I'm not in this for mom or apple pie. I'll have my fun while I'm stuck here, but after that, I'm gone.

Quote: "Bogies at twelve o'clock high, coming out of the Sun. Let's get some."

ATTRIBUTES

Str 2 (2)

Dex 4 (4)

Con 3 (3)

Int 2 (2)

Per 3 (2 + 3 from Drawbacks)

Will 2 (2)

LPs 30

EPs 26

Speed 14

Essence 16

Fatigue Threshold 13

QUALITIES AND DRAWBACKS

Adversary (Army of Revelations) (-3)

Aviator (Jet Fighter) MOS (+1)

Dogfighting from Aviator MOS) (4)

Delusions (Grandeur) (-3)

Hotdog (Jet Fighter) (2)

Military Rank (3)

Nerves of Steel (3)

Recklessness (-2)

Showoff (-2)

SKILLS

Brawling 1

Bureaucracy 1

Driving (Cars) 1

First Aid 2

Guns (Assault Rifle) 3

Guns (Jet Fighter) 4 (1 from Aviator MOS)

Navigation (Air) 3

Piloting (Jet Fighter) 7 (2 from Aviator MOS)

Survival (Forest) 2

Swimming 1

Systems Operations (Communications) 2

Systems Operations (Electronic Warfare) 3

Systems Operations (Radar) 3

ARCHETYPE

SOLDIER (REVISED)

Character Type: Potential Hero

Character Concept: Warrior

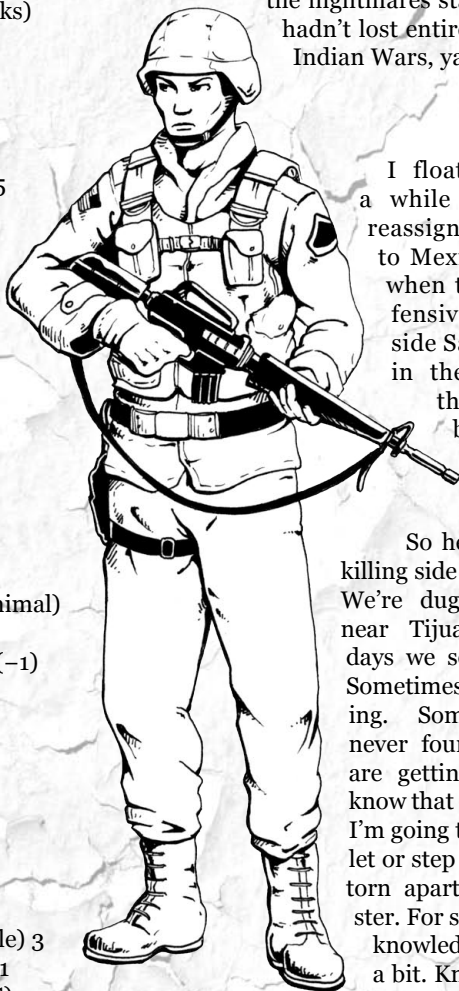
Unit: Army Reserves

BACKGROUND

Yup, I was in the Reserves when the shit hit the fan. My unit got shipped to Europe. It wasn't pretty. I took a shell fragment in my arm early on, got shipped home to recover—and before I was out of the hospital, my company—Hell most of my battalion—was wiped out by flying monsters. That's when the nightmares started. The Army hadn't lost entire units since the Indian Wars, ya know?

I floated around for a while before getting reassigned, this time to Mexico. I was there when the last AoR offensive stalled outside San Antonio, and in the counterattack that sent them back to Mexico.

So here I am, on the killing side of the front line. We're dug in somewhere near Tijuana. Every few days we send out patrols. Sometimes they find nothing. Sometimes they're never found. The dreams are getting worse, and I know that one of these days I'm going to run into a bullet or step on a mine or get torn apart by some monster. For some reason, that knowledge comforts me a bit. Knowing I'm dead, I don't scare easy.



ATTRIBUTES

Str 3 (3)

Dex 3 (3)

Con 3 (3)

Int 3 (3)

Per 2 (3 from Drawbacks)

Will 3 (3)

LPs 43

EPs 32

Speed 12

Essence 17

Fatigue Threshold 15

QUALITIES AND

DRAWBACKS

Adversary (Army of Revelations) (-2)

Attractiveness (-1)

Hard to Kill 3 (3)

Hardy 1 (1 from Army)

Humorless (-1)

Infantryman MOS (2)

Military Rank (-1)

Nerves of Steel (3)

Obligation (Army) (Minimal) (-1)

Recurring Nightmares (-1)

SKILLS

Brawling 2

Bureaucracy 2

Climbing 2

Dodge 4

Driving (Car) 3

Driving (Motorcycle) 3

Driving (Tracked Vehicle) 3

Guns (Assault Rifle) 3 (1 from Infantryman MOS)

Guns (Machine Gun) 2

Guns (Missile Launcher) 2

Hand Weapon (Rifle Bayonet) 1

Language (Spanish) 2

Swimming 2

Throwing (Sphere) 2 (1 from Infantryman MOS)

Quote: "Fire in the hole!"

ARCHETYPE

WRATHFUL WANDERER

Character Type: Beginning Gifted

Character Concept: Avenger

Unit: Underground Movement

METAPHYSICS

Affect the Psyche Invocation 2 (4)

Cleansing Invocation 1 (2)

BACKGROUND

As a Roma, I was no stranger to oppression and prejudice. My people have suffered under the stiff heel of just about every European ethnicity at some time or another, and yet all that was nothing compared to what the Church of Revelations did. I never saw much use in developing the powers inherited through my blood, but the Churchies considered my kind dangerous, regardless of what I thought. One night they stole into our camp and slaughtered most of my clan in their sleep and took the rest as prisoners. I only escaped because I had snuck away to meet a local boy who was malleable under my affections.

There is nothing I can do to give justice to my people. They are long since dead, and that cannot be changed. There are no scales to be balanced, no wrongs to be righted. There is only revenge. Only when the last Churchman's blood flows like a river shall my clansmen's souls know peace.



ATTRIBUTES

Str 2 (1 + 2 from Drawbacks)

Dex 3 (3)

Con 2 (2)

Int 2 (1 + 2 from Drawbacks)

Per 3 (3)

Will 5 (5)

LPs 21

EPs 32

Speed 10

Essence 17

Fatigue Threshold 14

QUALITIES AND

DRAWBACKS

Adversary (Soul Police)
(-4)

Charisma +1 (1)

Contacts (Underground
Movement) 1 (1 from
Underground Movement)

Delicate (-1)

Essence Channeling 2 (4)

Gift (5)

Good Luck 1 (1 from
Underground Movement)

Lazy (-2)

Minority (Roma) (-1)

Social Stigma (Thief) (-2)

SKILLS

Acting 3

Cheating 4

Dodge 3

Drive (Motorcycle) 3

Gambling 2

Haggling 2

Hand Weapon (Knife) 4

Language (English) 2

Magic Theory 2

Quote: "My ancestors' curse be upon you!"

ARCHETYPE

BLESSED REDEEMER

Character Type: Lesser Gifted

Character Concept: Crusader

Unit: Active Army, H Company

ATTRIBUTES

Str 2 (2)

Dex 2(2)

Con 3 (3)

Int 4 (4)

Per 4 (4)

Will 5 (5)

LPs 30

EPs 35

Speed 10

Essence 30

Fatigue Threshold 19

QUALITIES AND DRAWBACKS

Adversary (Church of Revelations) (-4)

Airborne School (3)

Chaplain MOS (2)

Clumsy 3 (-3)

Divine Inspiration (5)

Gift (5)

Hardy 1 (1 from Army)

Honorable (-3; -2 from Chaplain MOS)

Increased Essence Pool +10 (2 from H Company)

Military Rank (1)

Nerves of Steel (3)

Non-Combatant (-2 from Chaplain)

Paranormal Operations MOS (5)

Sin Eater (5)

Social Stigma (Spooky/Unnatural) (-3; -1 from Paranormal Operations MOS)

MOS)

SKILLS

Brawling 2

Driving (Cars) 1

First Aid 3

Guns (Handgun) 3

Humanities (Theology) 5 (2 from Chaplain MOS)

Language (Latin) 3 (2 from Chaplain MOS)

Magic Theory 3 (2 from Paranormal Operations MOS)

Myth and Legends (Slavic) 2 (2 from Paranormal Operations MOS)

Navigation (Air) 1

Navigation (Land) 1

Notice 4

Occult Knowledge 4 (1 from Paranormal Operations MOS)

Research/Investigation 4

Rituals (Catholic) 3 (1 from Chaplain MOS)

Rituals (Sin Eating) 4

Sport (Parachuting) 3 (2 from Airborne School; +2 for emergency procedures)

Survival (Forest) 2

Swimming 2

BACKGROUND

For as long as I can remember, I've always had a sense for the evil and good in the hearts and minds of anyone around me. I could just look at a person and ... feel ... whether or not darkness stained him.

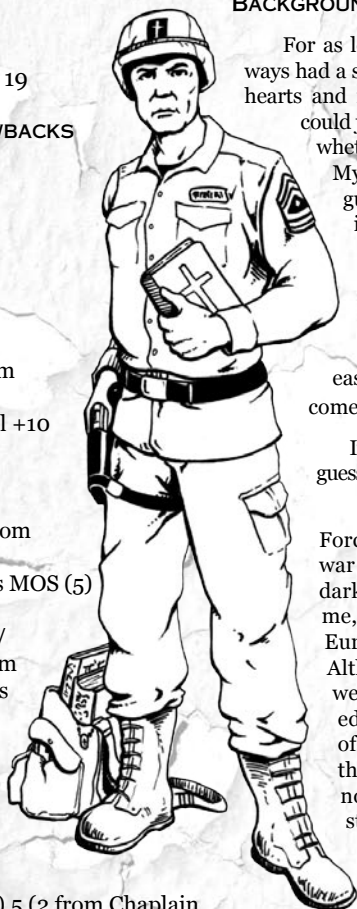
My parents called it my "gift," and I guess I thought so too, even when it seemed like a curse. Think about it—being able to see in to men's hearts. It took a lot of the guesswork and fun out of life, but it did make things easy on me rather often. It also made it easier for people to trust me and come to me with their problems.

It came as no surprise to anyone, I guess, that I ended up taking the Vows.

Even before the Expeditionary Forces landed in France, I knew war was coming. I could sense the darkness rising in the world around me, and I could feel its pull in Europe, even across the vast ocean. Although my diocese and parents were disappointed when I enlisted, devoting myself to the path of violence, I knew I was making the right choice, even if I was a non-combatant Chaplain. My instincts were confirmed the first time I met the enemy. "Evil" is too light a word to describe what I saw and felt.

I've since set my gift to better use with a new unit: the "Holy Rollers." I'm just happy to finally be able to have the means to truly join the fight against God's enemies. With His help, victory is inevitable.

Quote: "I am the sword in God's hand, brought to Earth to smite you and all your kind!"



ARCHETYPE

FEDERAL ESPER

Character Type: The Gifted

Character Concept: Weird One

Unit: FBI, POD

METAPHYSICS

Mindtime Art 3 (9)

Mindtime Strength 5 (10)

BACKGROUND

As a young girl, I remember seeing things to come or things that had already happened but I had not been privy to. I tried telling my parents about my visions, but they told me that it was just my imagination, no matter how often what I saw came true. "Denial" would be the right word for it. Inevitably, word about my visions got around school and any friends I had disappeared for fear of being associated with me. The freak. The outcast.

I learned to deal with the isolation, but it still gets to me. Thankfully, I worked my butt off in college and even participated in some psychic experiments concerning ESP. I guess they liked what they learned from me, because shortly after graduation the feds came knocking on my door and enrolled me in a special division where people like me are a valued asset. I still don't like spreading around word of what I can do, even among my fellow agents, but at least now I have someplace that accepts me, someplace where I can make a difference.

Quote: "There's nowhere you can hide from me."

ATTRIBUTES

Str 2 (2)

Dex 2 (2)

Con 2 (2)

Int 3 (3)

Per 5 (4 + 1 from Old Soul)

Will 3 (2 + 3 from Drawbacks)

LPs 26

EPs 26

Speed 8

Essence 33

Fatigue Threshold 9

QUALITIES AND

DRAWBACKS

Emotional Problems
(Depression) (-2)

Emotional Problems
(Flashbacks) (-2)

Gift (5)

Good Luck 1 (1 from FBI POD)

Increased Essence Pool +10 (2)

Nerves of Steel (3)

Old Soul (4)

Paranoia (-2)

Phobia (Claustrophobic) (-1)

Resources (Well-Off) (2)

Social Stigma (Spooky) (-2)

Secret (-1)

Situational Awareness (2)

Status (1)

SKILLS

Brawling 2

Guns (Handgun) 4

Humanities (Law) 4

Humanities (Psychology) 3

Myth and Legend (Egyptian) 4

Notice 3

Occult Knowledge 4

Questioning 3

Research/Investigation 4



ARCHETYPE

DRIVEN SPECOP

Character Type: Mundane

Character Concept: Gung-Ho

Association: Navy, SEALs

ATTRIBUTES

Str 4 (4)

Dex 5 (5)

Con 5 (5)

Int 3 (3)

Per 4 (4)

Will 4 (4)

LPs 58

EPs 44

Speed 20

Essence 25

Fatigue Threshold 20

QUALITIES AND DRAWBACKS

Addiction (Smoking) (-1)

Adversary (Fleet of Revelations) (-3)

Airborne School (3)

Bad Luck 1 (-1)

Close-Quarters Combat (2)

Cruel (-1 from Special Operations MOS)

Diver MOS (3)

Hard to Kill 4 (2;

2 from Special Operations MOS)

Hardy 1 (1)

Humorless (-1)

Legacy (Father with SEALs) (-2)

Military Rank (0)

Nerves of Steel (3)

Obligations (SEALs) (Major) (-2 from Special Operations MOS)

Sailor MOS (2)

Special Operations MOS (4)

Talentless (-2)

SKILLS

Demolitions 3 (1 from

Special Operations MOS; Underwater Specialty from Diver MOS)

Driving (Cars) 1

First Aid 1 (1 from Special Operations MOS)

Guns (Assault Rifle) 4

Guns (Handgun) 5 (1 from Special Operations MOS)

Guns (Rifle) 2

Guns (Submachine Gun) 4 (1 from

Special Operations MOS)

Hand Weapon (Knife) 4 (1 from Special Operations MOS)

Martial Arts 2

Mechanic 1

Navigation (Air) 1

Navigation (Land) 1

Navigation (Water) 2 (1 from Diver MOS)

Piloting (Boat) 2 (1 from Diver MOS)

Seamanship 2 (2 from Sailor MOS)

Sport (Diving) 3 (2 from Diver MOS)

Sport (Parachuting) 3 (2 from Airborne

School; +2 for emergency procedures)

Survival (Forest) 1

Swimming 4

Systems Operations

(Communications) 2

Tactics (Counter Terrorism) 3

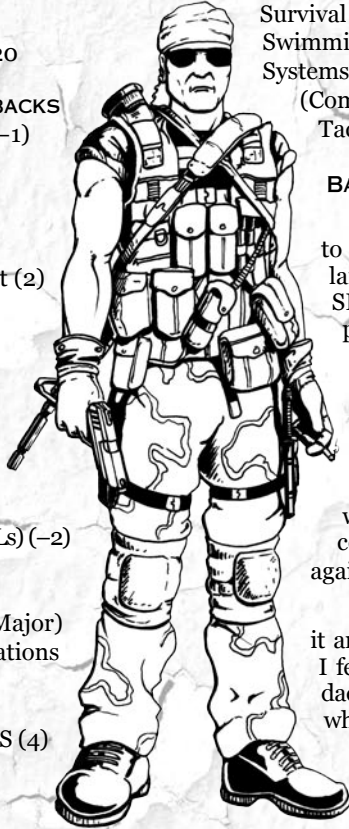
BACKGROUND

It's no surprise I grew up to follow in my dad's rather large footsteps and became a SEAL. It's what everyone expected of me, and it's all I've ever wanted—everything in my life to this point has been building to a life with the Teams. Can you blame me, having grown up on Navy bases all around the world? The one thing I didn't count on was having to fight against my dad's ghost.

I'm good at what I do—I know it and my buddies know it—but I feel that it's never as good as dad would have done, especially when everyone still seems to think of me as his son rather than as my own man. With the war going on, I'm sure I'll get the chance to crawl out from under his shadow and prove I'm not just worthy of his name but also a name of my own. Hell, at least I'm still where I want to be, doing what I want to do more than anything else.

Right?

Quote: "In and out, and back in time for breakfast. This op will be so easy my grandmother could handle it."



ARCHETYPE

INTUITIVE COP

Character Type: The Gifted
Character Concept: Warrior
Unit: SWAT

ATTRIBUTES

Str 3 (2 +1 from True Immortal)
Dex 4 (3 +1 from True Immortal)
Con 4 (3 +1 from True Immortal)
Int 2 (2)
Per 3 (3)
Will 3 (2 +3 from Metaphysics)
LPs 62
EPs 35
Speed 20
Essence 44
Fatigue Threshold 17

QUALITIES AND

DRAWBACKS

Adversary (Fifth Column) (-1)
Adversary (Street Thugs) (-2)
Charisma -2 (-2)
Close-Quarters Combat (2)
Contact (Police) (1 from SWAT)
Destiny Rider (-1)
Fast Reaction Time (2)
Good Luck 2 (2)
Hard to Kill 4 (4)
Nerves of Steel (3)
Obligation (City) (Major) (-2)
Obligation (SWAT) (Minimal) (-1 from Paramilitary Training)
Paramilitary Training (2)
Recklessness (-2)
Status 1 (1 from SWAT)
True Immortal (15)

SKILLS

Climbing 3
Drive (Cars) 3
Guns (Assault Rifle) 3 (1 from Paramilitary Training)
Guns (Handgun) 5
Guns (Submachine Gun) 5
Humanities (Law) 2
Intimidation 2
Martial Arts 2 (1 from Paramilitary Training)

Tactics (Counter Terrorism) 3
Tactics (Urban) 3

METAPHYSICS

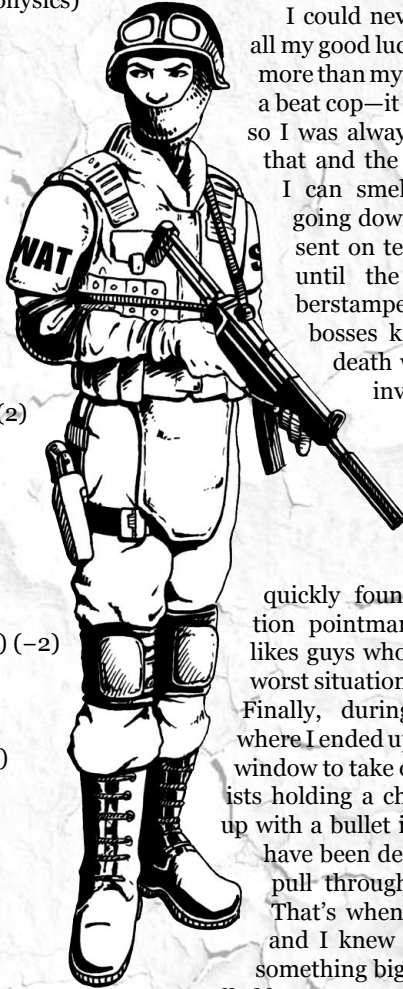
Awareness (3)
Battle Boost (5)
Hidden Aura (2)
Thought Wall (2)

BACKGROUND

I could never really account for all my good luck. I mean, I'd been in more than my fair share of scraps as a beat cop—it took a lot to scare me so I was always charging into this, that and the other thing. It's like I can smell when something's going down. It got so bad I was sent on temporary psych leave until the headshrinker rubberstamped my file, letting my bosses know I didn't have a death wish or believe I was invulnerable.

After a few years on the beat, SWAT gave me a new home and I quickly found myself as an action pointman. Turns out SWAT likes guys who can plunge into the worst situations and come out alive. Finally, during a four-day siege where I ended up smashing through a window to take out a few weirdo cultists holding a child hostage, I ended up with a bullet in my heart. I should have been dead, but I managed to pull through against all reason. That's when the dreams started, and I knew that I was a part of something bigger. I think I've been called by Someone or Something to fight all the craziness crawling out from every gutter and back alley, and I plan on doing my part to keep the streets safe.

Quote: "Take my word for it, things won't go well for you if you don't drop your weapon."



ARCHETYPE

REPENTING ADEPT

Character Type: Greater Gifted

Character Concept: Warrior

Association: Section 51

ATTRIBUTES

Str 2 (2)

Dex 3 (3)

Con 3 (3)

Int 3 (3)

Per 4 (4)

Will 5 (5)

LPs 36

EPs 35

Speed 12

Taint 60

Madness 3

Fatigue Threshold 14

QUALITIES AND DRAWBACKS

Adversary (Church of Revelations) (-3)

Cruel (-3)

Hard to Kill 2 (2)

Increased Taint Pool +40 (8)

Infantryman MOS (2)

Nerves of Steel (3)

Obligation (SOTF-COM) (Major) (-2)

Paranoia (-2)

Secret (Former Adept) (-3)

Taint (5)

Taint Channeling 6 (10, 2 from Section 51)

Taint Mark (-2)

SKILLS

Anchor 4

Bureaucracy 3

First Aid 3

Guns (Assault Rifle) 3 (1 from Infantryman MOS)

Language (English) 2

Language (Hebrew) 2

Magic Bolt 4

Myth and Legend 3

Notice 1

Occult Knowledge 4

Throwing (Sphere) 2 (1 from Infantryman MOS)

METAPHYSICS

Affect the Psyche Invocation 4 (8)

Elemental Fire Invocation 4 (8)

Lesser Illusion Invocation 4 (8)

Lesser Taint Invocation 4 (8)

Shielding Invocation 4 (8)

Negaphysics (5)

Tainted Touch (Free with Taint)

Unveil (Free with Taint)

Warpbolt (5)

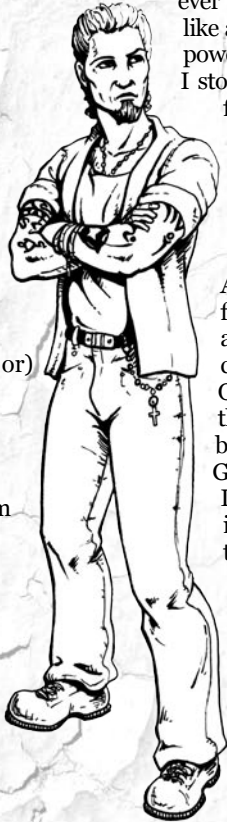
BACKGROUND

When Johann Goering first began gathering power to himself, I could feel in my very bones that he was going to do something incredibly important, perhaps more important than anything the world had ever seen before. I was drawn to him like a moth to flame—a very dark, very powerful flame. From the beginning, I stood by his side and drew strength from him. God, it was intoxicating. Addictive. I sent armies off to slaughter countless innocents, and I did it with a gleam in my eye and a smile in my heart.

For years I stood amongst the Adepts, the Dark Apostle's chosen few, and lorded over human life as though I were deciding which channel to change on a television. On or off, life or death, it all meant the same to me until they brought before me a servant of the Old Gods, a priestess of Isis. The Dark Imam had charged me with breaking her, but instead her interrogation revealed her strength and my weakness. Even as I saw her life drain between my fingers, I understood how damned I had become, almost as though I could see myself as she saw me. I fled.

I fought on my own for a while before Section 51 took notice and hired me on to their twisted family. I still have the stain of darkness on my soul. I don't know if it will ever go away, and I keep the truth from everyone, teammates and superiors alike. Although I now fight for redemption, I simply don't know if they could accept the things that I've done, no matter how much good I do now.

Quote: "You think you know Darkness? Let me give you a taste of what real Darkness is like."



ARCHETYPE

TAMED DAMNED

Character Type: Supernatural

Character Concept: Savage

Unit: CIA, Black Dawn

Research/Investigation 4

Stealth 2

Tracking 4

ATTRIBUTES

Str 7 (4 + 3 from Qliphonin)

Dex 8 (8 + 2 from Qliphonin)

Con 8 (5 + 3 from Qliphonin)

Int 5 (5)

Per 5 (4 + 1 from Qliphonin)

Will 5 (4 + 1 from Qliphonin)

LPs 125

EPs 130

Speed 30

Essence 98

Fatigue Threshold 26

METAPHYSICS

Maleficia Skill 4 (8)

Battler (7)

Eraser (5)

BACKGROUND

It's true what they say: you can never go home again. Sure, I wasn't exactly a Boy Scout, but it's not like I was the worst of the lot. Still, something I did got all sorts of the wrong kind of attention, so when my card got punched, I found myself called back for some overtime on the night shift, if you catch my drift. I was back in the game, off the sidelines, but the rules had changed. Fine with me—rules were made to be broken (come to think of it, maybe that's part of why I'm in this mess to begin with.)

It wasn't too difficult convincing the Agency to take me back—they need all the help they can get—and after only a few missions, some of my old Alphabet buddies turned me on to a new reality that exists deep in the darkness of a world already covered by shadows. Now I walk through those shadows, staying out of both light and darkness, and keep only the mission in sight. Okay, I keep an eye on the body count too, but that's as much for fun as anything else.

Quote: "Despite what you may have heard, war isn't Hell. Trust me, I know."

QUALITIES AND

DRAWBACKS

Adversary (Heavenly Host) (-1)

Adversary (Army of Revelations) (-3)

Age 2 (10)

Charisma -1 (-1)

Contacts (Intelligence Community) (2)

Cruel (-3)

Good Luck 3 (3)

Honorable (-2)

Nerves of Steel (3)

Obligation (Black Dawn) (Major) (-2)

Photographic Memory (2)

Qliphonin (30)

Secret (Black Dawn Member) (-3)

+2 to Tasks or Tests involving lying, subterfuge, and the like (from Black Dawn membership)

SKILLS

Cheating 5

Guns (Handgun) 5

Guns (Submachine Gun) 3

Humanities (Psychology) 2

Intimidation 5

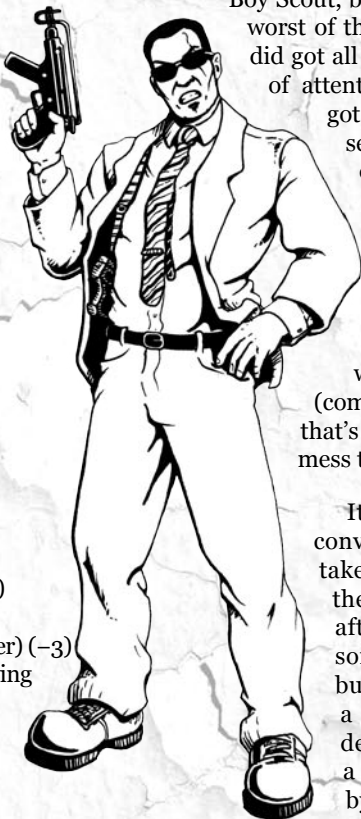
Language (Russian) 4

Martial Arts 3

Notice 5

Occult Knowledge 3

Questioning 4

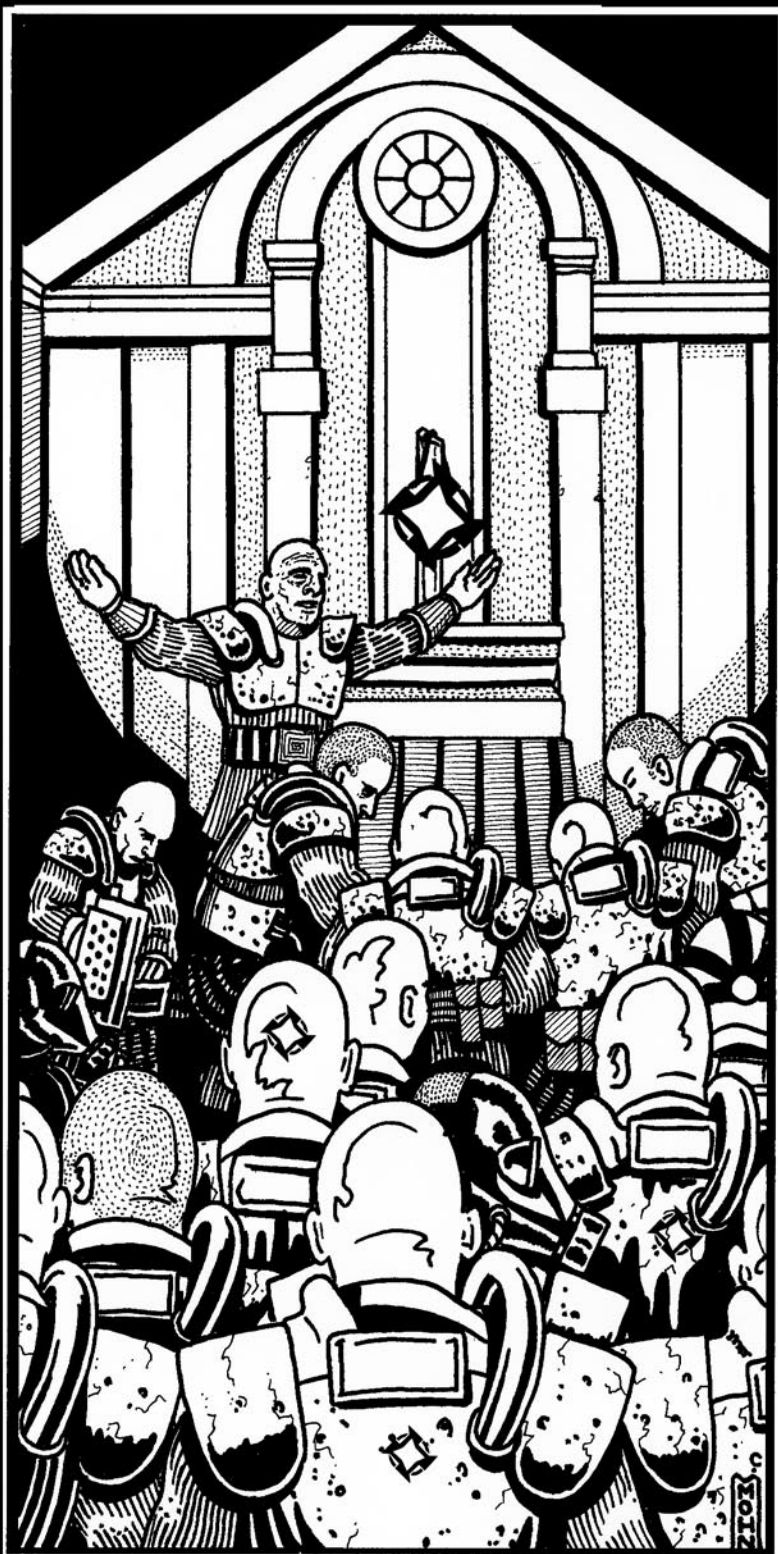


ARCHETYPE

Chapter 4: Rules of Engagement

*In the absence of orders, go
find something and kill it.*

—Field Marshal
Erwin Rommel



Chapter 4

Dearest Mother,

My unit has been assigned to <<CENSORED>> and I believe it won't be much longer until we must join the fight at <<CENSORED>>. I'm sure you've heard of what awaits us – the bombs, the machine guns, the unholy beasts that flock to our enemy's banners – and yet I do not want you to fear for me, Mother, because I do not fear for myself. Every morning, our commissar's words fill me with joy – the joy of having a purpose and knowing that what I do is right.

I can't say when I'll be home. <<CENSORED>> is pretty far and it doesn't look like we'll be given leave any time soon, especially if the fighting in <<CENSORED>> keeps up as it has. The grapevine says we'll be moving up there soon because <<CENSORED>> is too important to be allowed to fall into the heretics' hands. Anyway, I have to go and mail this now, Mother, as we're being called out to the trucks. Looks like we're finally on our way.

I love you, Mother. Don't ever forget that. Every night I pray for the One God to watch over you, and I can't help but believe He is doing so.

Your son, through His Blessed Word,

Trooper Specialist Abal Amek

Military-themed games often benefit from new rules that accommodate their combat-intensive stories. However, the addition of such rules, while adding detail and depth to the battlefield, also slow game play considerably with their added details and information tracking. Therefore, players and Chroniclers who like the game's pace as is or who do not wish to add to the game's complexity may simply ignore these rules, or use them piecemeal, whichever they prefer.

Advanced Air Combat & Maneuvers

The combat rules presented in *Armageddon* are streamlined for easy play and speedy resolution, but some players and Chroniclers may find themselves wanting more detail. The following optional combat rules add new depth to aerial combat, making the pilot seat a much more interesting (and deadly) place to be.

Let's be blunt for a moment before diving into the meat of these rules. People die in aerial combat. They die quickly. They die brutally. And they die without warning. That's the unfortunate reality of war in the skies, and these

game rules do not skirt around that fact. In player terms, this means undertaking aerial combat missions is quite dangerous, often more dangerous than standard gunplay, and the player should be prepared to lose his Cast Member should his aircraft go down.

The Basics

During aerial combat, the pilot uses Dexterity and Piloting to attempt various maneuvers, and they use Perception and the appropriate Guns Type to fire pilot-operated weapons. Gunners use Dexterity and Guns (Machine Guns) to fire turret- or door-mounted weapons (if any.) In addition to pilots and gunners, larger aircraft, such as bombers and transports, have mechanics on board to deal with arising problems. Mechanics use Intelligence and Mechanics to repair the plane (possibly in tandem with an Electronics skill, depending on the repair type.)

Initiative

To resolve initiative issues, the pilots of all opposing planes roll Dexterity and Piloting, with the aircraft's Handling used as a modifier, to decide who maneuvers first.

Rules of Engagement

Actions

Actions in aerial combat (or dog-fighting) work like actions in regular combat, but are resolved using either Dexterity and Piloting for maneuvers, or Perception (or Dexterity for gunners) and the appropriate Guns Type for firing. Each Turn an aircraft may perform a defensive action and an attack action, with possible extra attack actions gained from the aircraft's Handling score. For every 3 points of Handling above 0 the vehicle has, the crew can take an extra attack action per Turn without penalty. Unlike normal combat, additional attack actions cannot be performed at a penalty, but are limited to those granted by the plane's Handling. Defensive actions, on the other hand, are unrestricted, as the pilot is generally assumed to be constantly performing evasive maneuvers. Additional defensive actions after the first suffer the standard cumulative -2 penalty. However, a plane can fire all of its weapons each attack action, provided there is a firing arc available to all weapons (see "Firing Position," below.)

Pilots may attempt certain combat maneuvers to put them in a better position to do battle. If a pilot does not fire at any time in a Turn (although gunners may still fire), he receives a +3 bonus to any defensive maneuver, similar to Defensive Posture. Likewise, a pilot can attempt an Aggressive Posture, gaining +2 on his attack actions that round, but forfeits any defensive action, potentially placing himself in a very compromising position.

Vehicle Guns Alternative

Many aircraft have weapons that only fire in the direction the vehicle is actually flying in, requiring the pilot to maneuver the plane to shift his aim. See the optional rule on page 88 for alternate rules for aircraft weapons of this nature.

Firing Position

Aerial combat takes place in a full 3D environment, making keeping track of the combat possibilities complex. One consequence of the environment is that not all of an aircraft's guns can always fire at a target, for they may not, in fact, have a firing arc on the target. Unless aircraft design dictates otherwise, assume that against one opponent or several clustered opponents only half the guns (round up) can fire in a Turn.

For determining gun damage, If the aircraft has multiple, fixed-mounted weapons slaved to a single trigger, all pointing in the same direction (typically forwards), use Burst Fire rules, but for every Success Level in a burst, one bullet *from each gun* strikes its target.

Example: A jet fighter with a machine gun on either side of its nose fires a burst at an enemy fighter. The pilot makes his Perception and Guns (Jet Fighter) skill roll and gets 4 Success Levels. So, for each gun he fired, four bullets hit. Since the fighter has dual machine guns, this means he peppers the enemy with 8 rounds of machine gun fire. (Note, the aircraft's Armor Value should be applied against each round that hits, not against the total damage.)

Aerial Maneuvers

Below is a list of several maneuvers a pilot might try to outwit his opponent. This list is by no means comprehensive, and players and Chroniclers should feel free to create more maneuver options. Unless otherwise noted, opponents Resist these maneuvers with Perception and Piloting Task rolls.

BEARING DOWN

This maneuver is also called "playing chicken." To perform this maneuver, the pilot turns his aircraft around and flies a collision course directly at his opponent. The rules for playing chicken from the core book apply, with the following modifications. During this action, as long as the aircrafts head towards one another, both pilots must



BOMBING

The effective use of dumb bombs (bombs without guidance systems) is a slowly dying art, thanks to the advent and proliferation of guided ordnance. Depending on the pilot's skill and instincts rather than computer chips and sensors, dropping a dumb bomb on target suffers a -2 penalty (or more, depending upon the target's size) to the Strike Task.

A bomb also has a preferred drop distance (or distance range) from the ground, and suffers a -1 penalty for every 100 feet (33 m) above or every 250 feet (83 m) below that height the weapon is deployed.

Bomb Range: There are two categories for bomb ranges once dropped: guided and dumb. To keep things simple, both are incredibly generalized to save players and Chroniclers from delving into the math of mass, velocity, gravity, and aerodynamics (yawn!) Guided Bomb Range is 1 mile (1.5 km) per 2,500 feet (833 m) of altitude, rounded off. Dumb Bomb Range is equal to the bomb's release height.

make Difficult Willpower Tests to stay on course (Nerves of Steel bonuses apply); failure means "chicken," and the failed pilot must veer off. If one pilot veers off, the other can immediately make one free Strike Task at no penalty. So long as both pilots maintain their collision course, they may freely fire upon one another at a +2 bonus to all Strike Tasks. Performing a defensive maneuver while Bearing Down means breaking off the charge, although, in this case, the opponent doesn't get a free Strike Task.

BLIND SPOT

Instead of making an attack, the aggressor makes a Resisted Intelligence and Piloting Task versus the target aircraft's Dexterity and Piloting Task in an effort sneak his craft into the target's sensor and visual blind spot. If successful, the aggressor adds his Success Levels from this Task to his Strike Task against the target aircraft during the next Turn. Dogfighting modifiers apply.

Bomb Speed: Lacking propulsion, a bomb's speed (extremely simplified) is determined by the height dropped: 100 mph (150 kph) for those dropped at 100 feet (33 m) or less, 400 mph (600 kph) for those dropped at 101 to 750 feet (33 to 250 m), and 750 mph (1125 kph) from anything higher. In the rare instance of dive-bombing (-6 to the Piloting and Dexterity Task in modern fighters to hold on course before aiming), the bomb has the same velocity as the fighter and gains a +2 bonus to the Strike Task.

DEFENSIVE ROLL

To perform a defensive roll, the pilot puts his aircraft into a spin, hoping to provide a more difficult target for his opponent. Roll Dexterity and Piloting against the opponent's Perception and Piloting; if successful, the opponent suffers a penalty to his next attack roll equal to the Successes on the pilot's Dexterity and Piloting Task. However, any attacks by the

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spinning aircraft for the rest of that Turn and all of the next Turn suffer the same penalty, even if the maneuver fails (either way, the pilot must concentrate on getting his aircraft stabilized and back under control.) Dogfighting modifiers apply.

The Chronicler should apply penalties to the Dexterity and Piloting roll to perform this maneuver if the aircraft clearly isn't designed for such maneuvering. A Hercules or Chinook helicopter, for example, would definitely suffer such penalties, whereas a F-16 or Apache would not as the latter are specifically designed for combat maneuvering. A Chronicler should use common sense here.

DROPOUT

This extremely risky maneuver results when the pilot suddenly cuts his engines' speed (or turns it off entirely) and drops below his opponent. In theory, the opponent overshoots the pilot, who then comes up behind his target at an advantage. Make a Resisted Task as normal. However, the Pilot must then make a Dexterity and Piloting Task at -5 (or more) to get his aircraft moving beyond a stall speed again and to regain control, before the plane goes into an uncontrolled nosedive. For this reason, only the most daredevil pilots use this maneuver. If the pilot performs the maneuver successfully, however, his opponent loses his attack this Turn and Initiative next Turn.

This maneuver was devised for use in older propeller-driven fighter planes that could glide better than most modern aircraft, so a Chronicler may want to increase the penalty to restart or accelerate the engine, not to mention penalizing any skill rolls to regain control of the aircraft. Indeed, many modern aircraft have fail-safes that outright prevent such a maneuver because they simply will not allow the engines to be turned off mid-flight. Again, Chroniclers should use their best judgment and common sense when deciding how to govern this maneuver.

GLIDING

When a propeller plane or jet loses its means of propulsion, the pilot may at-

tempt to glide the aircraft into a landing. Typically this imposes a -3 penalty to all Piloting Tasks for light or glide-friendly planes and -6 to heavy or glide-deficient aircraft. Helicopters cannot glide. Actual gliders suffer no Piloting penalty.

To keep things simple, every six Turns (30 seconds), the gliding aircraft must choose between losing 400 feet of altitude or 100 mph of airspeed—plunging to a lower altitude keeps the speed up, but maintaining altitude without propulsion reduces speed. Maneuvering, such as turning or jinking (page 110), causes the aircraft to make this choice every Turn of such activity.

If an aircraft stalls, meaning its speed goes below the point where gliding can be maintained, the aircraft begins to fall at a rate of 2,000 feet (667 m) per Turn, gaining 250 mph each Turn. If this brings the speed back up above the stall point, the pilot can try to recover control of the craft at an additional -2 penalty. Most large bombers and cargo planes tend to have a stall speed of 75 mph (121 kph) because their design is meant to produce extra lift to help haul their bulk, whereas sleek, fast-moving aircraft, such as jet fighters, tend to have stall speeds around 150 mph to 250 mph (242 to 403 kph), depending on body styling and wing size and shape.

HELICOPTER DECELERATION

A helicopter can reverse its forward momentum to slow down quicker, allowing it to break at a rate of 60 mph (90 kph) per Turn. More serious braking requires a Dexterity and Piloting Task with a modifier of -1 per 10 mph (16 kph) of braking over the safe maximum. Vertical take-off and landing (VTOL) and vertical and/or short take-off and landing (VSTOL) jets may also perform this maneuver.

HIGH-ALTITUDE FLYING

Flying at extreme heights, where the air is much thinner, increases speed due to a reduction in drag. At the peak of their flight envelop, most jet fighters will notice a speed increase of 35% to 40%, along with a 25% to 35% increase in range.

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JINKING

When an aircraft is purposely turning and sliding about in an erratic, evasive fashion, it becomes a more difficult target to hit. To perform this maneuver, the pilot makes a Handling and Piloting Task, and if successful, applies the Task's Success Levels as a penalty to any Strike Tasks made against the jinking aircraft. However, apply this same penalty to the pilot's own Strike Tasks, for jinking also makes it more difficult for him to aim his own weapons. Jinking is effective against both aerial and ground fire. Dogfighting modifiers apply.

LOOP THE LOOP

In this maneuver, the pilot attempts to flip behind his opponent by rolling his aircraft high in the air and coming back down behind. Make a Resisted Task as normal, with the Pilot attempting the Loop the Loop suffering a -2 penalty to his Dexterity and Piloting Task. If successful, the daredevil gains one additional attack on the opponent at no penalty. Dogfighting modifiers apply.

The Chronicler should apply penalties to the Dexterity and Piloting roll to perform this maneuver if the aircraft clearly isn't designed for such maneuvering. A Hercules or Chinook helicopter, for example, would definitely suffer such penalties, whereas a F-16 would not. Very few helicopters are capable of carrying out this maneuver, and even then it is not a true loop in the sense of what a fighter jet can perform—the helicopter twists to the side at the apex, never truly turning upside down.

NAP-OF-EARTH (NOE) FLYING

During this maneuver, a pilot flies an aircraft at an extremely low altitude, using contour mapping techniques to help guess the terrain ahead. The terrain helps mask the vehicle's sensor and targeting signature, bestowing the following modifiers per 50 feet (3 m) that the aircraft is flying below 300 feet:

- 1 point of Stealth against all Sensor Operations, Aiming, and Strike Tasks and Tests.

- -1 to all Piloting Tasks, with failure requiring a second roll to avoid slamming into the local terrain. High speeds and certain types of terrain may cause the Chronicler to worsen this penalty. Flying in a tight canyon would warrant an additional penalty, for instance, while trying NOE maneuvers in that canyon at supersonic speeds would incur a *huge* penalty. Helicopters reduce this penalty by 1 due to their enhanced maneuverability.

PARACHUTE DROP

There is more to a successful airborne drop than the actions of the parachutists themselves. The pilot must fly his craft along the optimal path for deployment to help his passengers hit their designated landing zone (LZ), requiring a Piloting and Navigation Task with a -2 penalty. This penalty worsens at night or in other troublesome conditions, such as under heavy cloud cover without sufficient sensors to compensate. A successful Piloting Task allows the parachutists to add the pilot's Success Levels as a modifier to their Sport (Parachuting) Task to land on target; otherwise, they subtract the amount the pilot's Task failed by as a penalty.

Chroniclers may want to apply a penalty to any Parachuting Tasks if the aircraft being jumped from is moving incredibly fast or erratically, creating airflow conditions that make control over his descent difficult for the parachutist.



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STABILIZED TACTICAL AIRBORNE BODY OPERATIONS (STABO)

A nylon web harness that can be worn throughout an operation uses its two D-rings to attach to ropes suspended from a hovering helicopter. The soldiers lock arms for stability and connect each other by safety ropes in case a suspension rope breaks. This process takes about 30 seconds. Once the individual or team is secured, the helicopter rises so as not to drag the soldiers through any obstacles, such as trees, and suffers a -1 penalty to Piloting Tasks per two people carried in this manner. Speed and other considerations must be made so as not to harm anyone carried via STABO.

SURFACE-TO-AIR RECOVERY SYSTEM (STAR)

Carried or dropped during the extracting aircraft's first pass, a helium gas tank is used to inflate a large balloon attached to 500 feet (167 m) of nylon rope, along with a harness and safety gear. The person readying for extraction wears the harness and attaches the balloon. The aircraft, usually a C-130 with a Y-shaped fork on its nose, traveling between 125 and 150 mph (201 to 242 kph) at 370 to 430 feet (123 to 143 m), makes another pass and tries to snare the rope suspended by the balloon. This requires a Piloting and Dexterity Task at -4 (or worse, depending upon flight conditions and the like.)

Success yanks the person into the air, requiring a Strength and Constitution Test to avoid suffering D8 x 2(8) damage from the jerking shock; apply a -1 penalty to this Test and +1 to the damage per 10 mph beyond 150 mph (242 kph) the aircraft is flying. A successfully snared passenger is then winched into the aircraft. A smaller, simpler version is available for extracting valuable intelligence, equipment, documents, etc.

STRAFING

The pilot sends his aircraft into a dive, buzzing low to the ground and peppering a land-based target with a stream of weapons fire. This requires a Dexterity and Piloting Task at -3 to avoid an un-

controlled nosedive, and it requires a Perception and appropriate Guns Task at -4 if firing at a specific, human-sized target. The Strike Task is not penalized if strafing a large area, such as the deck of a ship. Use burst fire rules for aircraft weaponry (as described under *Firing Position*, pg 107) to determine successful hits and damage. However, the pilot suffers a -5 penalty to perform evasive maneuvers against anti-aircraft attacks (such as machinegun fire) when strafing.

Every Turn of "lining up" for strafing before firing at the intended target adds +1 to the Strike Task against the latter, but anti-aircraft fire similarly gains an equal bonus to their Strike Task to hit the aircraft because of its predictable, straight flight path. Anything caught in the way as the aircraft strafes towards its target suffers a Strike Task (whether the pilot likes it or not) at a -3 to -5 penalty. These secondary attacks do not count as multiple actions. Pilots often strafe to assault multiple targets in a line by lining up towards a final target in the hopes of catching secondary targets along the way.

Aircraft Damage

Once the aircraft's Damage Capacity (DC) reaches half its total, things start going wrong, and each hit after that point can cause serious damage. Hull Toughness does help offset the damage, however.

For large aircraft, such as bombers, transports, and cargo helicopters, use the Aircraft Damage Table by rolling D10, adding the Success Levels of the hit, and subtracting the aircraft's Toughness. The area affected (if any) is hit, and requires a mechanic to attempt an Intelligence and Mechanic Task to get it going again. However, each time the same area takes damage, the repair Task suffers a cumulative -2 penalty. If at any time the mechanic's D10 roll comes up a 1 or nets a negative result due to penalties, the system is irreparable without new parts, time, and a complete overhaul. In such cases, the crew should pray the irreparable system is one needed to get home or stay in the air.

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Once the aircraft reaches 0 DC, it breaks up or explodes. If the crew doesn't have parachutes, or are strapped into the wreckage, they're very much dead ducks at that point.

For smaller aircraft, such as fighter jets and most helicopters, excessive damage is much simpler, if a great deal more devastating. Once the aircraft's Damage Capacity reaches half its original total, the Pilot must roll a D10 after each successful hit suffered and add double the aircraft's Toughness, with a penalty equal to the Success Levels of the hit. Failure indicates the plane is going down, and there's nothing the pilot can do about it. Hopefully, he's got a parachute ...

Bailing Out and Crash Landing

If an aircraft is going down, the crew has two options: bail out or crash land. Both present potentially deadly results, but both offer a chance for survival in a very bleak situation. In general, Chroniclers should assume that fighter and bomber pilots are equipped with a parachute and the means to eject from a falling plane; a Simple Dexterity Test at

-3 allows the pilot to eject safely and in time. Helicopter pilots cannot eject and are not equipped with parachutes.

If ejecting is not an option, or the pilot wants to try to save the aircraft, a crash or belly landing is possible, given enough of a landing strip. Crash landing is much more common in bombers, where the crew may not have access to or time to strap on parachutes, where the pilots rarely have the time to get out of the cockpit to escape, or where there is too much risk in letting a plane go down in flames (such as crashing in a population-crowded area or a risk in leaving evidence of top-secret technology.) Crash landing requires a Dexterity and Piloting or the aircraft's Maneuverability (whichever is lower) Task, at a cumulative -2 penalty for every 10,000 feet (3,333 m) the pilot must descend (cumulative with penalties from things such as malfunctioning landing gear), rolling at every 10,000 foot (3,333 m) interval to retain control and again upon impact. Each failed roll means the crew and craft suffer D10 x 2(10) points of impact damage (cumulative) upon landing. If the damage is enough to destroy the aircraft, the crew likely dies a fiery death along with it.

Aircraft Damage Table

ROLL 1D10 + ATTACK SUCCESS LEVELS – AIRCRAFT TOUGHNESS

1-5	No additional effect (apart from normal damage.)
6	Wing flap/tail rotor damaged. Handling drops by one.
7	Crew Hit! The unlucky Crewmember suffers D8 x 6(24) slash/stab damage from shrapnel and flying debris.
8	Landing gear broken. Pilot suffers a -5 penalty on Dexterity and Piloting Task to land.
9	Weapon Turret. The crewmember operating the weapon must make a Dexterity and Dodge Task. Failure means he suffers damage from the shot or is hurled into open air (Chronicler's option.) If there are no weapon turrets, treat as a fixed weapon hit. If no weapons are mounted, treat as no additional effect.
10	Fixed Weapon hit. Any nearby crew (usually pilot and copilot/RIO) suffer D8 x 5(20) damage. Weapon is no longer functional. If no weapons are mounted, treat as a crew hit.
11-12	Engine hit and no longer functional. Most large planes with 4 engines can fly on as few as 2.
13	Pilot struck! Treat as a 7 result, but the pilot is hit.
14	Fuel Tank hit! Roll d12x2(12.) The result is how many minutes the plane can remain in the air.
15 +	Fire and flak tear a hole in the aircraft's hull. Any crew not strapped in must make a Strength and Dexterity Test at -2 or be sucked out the hole.

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Artillery Support, Bombardment, and Explosions

Proper use of artillery is a tricky thing, requiring several new rules to account for situations related to such activity necessary to a military-centric game.

COUNTER-BATTERY FIRE

Counter-battery equipment consists of precision radar and computer systems that track incoming artillery to pinpoint the source of inbound fire. Treat such equipment as a forward observer (as follows), except use a Systems Operations (Counter-Battery) and Navigation Task to determine success.

The process of counter-battery fire is imprecise (despite using "precision" radar), which is why all counter-battery systems list a penalty to be applied to any Systems Operations (Counter-Battery) Task made with that gear. Reduce this penalty by 1 with each inbound salvo the equipment tracks from the same source from the same position. Add a +1 modifier to the Task for every two inbound salvos once the penalty is entirely removed thanks to the continuous gathering of data. This is why mobile artillery is so desirable—constantly firing from the same position eventually gives away one's location.

DUCK AND COVER

Creatures and characters may attempt a Dexterity and Dodge (or Acrobatics) Task to make it out of an explosive blast radius. The Success Levels required to plunge oneself from one explosive range bracket to the next is equal the yards listed for the bracket moving into minus the yards listed for the range bracket moving out of. For instance, to go from Ground Zero for the 40mm White Phosphorous grenade (one yard) to the General Effect Range (six yards) would require five Success Levels, whereas lunging from the General Effect Range (six yards) to the Maximum Range (ten yards) would take four Success Levels. Some Chroniclers may find this rule too cinematic for their games, in which case just ignore it.

Some Chroniclers may also want to use this rule to simulate the benefits of getting behind cover when things are exploding all around the characters. Rather than a successful duck and cover effort actually indicating a move into the next explosive range bracket, the Chronicler can rule that such a successful Task means getting behind sufficient cover with the same result: suffering damage as though having moved to the next explosive range bracket without actually having performed such a move.

FORWARD OBSERVATION

Artillery, including fire support vehicles and weapons, rarely has a direct line of sight to their distant targets. To compensate, a scout, such as an infantry platoon, light helicopter, or light cavalry vehicle, uses navigation techniques to determine a target's coordinates and then relays the information back to the weapon.

A forward observer makes a Perception and Navigation Task to relay the correct data, but the Chronicler may want to apply penalties for battlefield conditions, such as not being properly equipped, or because the forward observer is not entirely certain of his own location and points of reference. If the Task succeeds, the artillery's Strike Task against the target gains a bonus equal to the Damage Multiplier increase indicated for the forward observer's Task if enough Success Levels are achieved; otherwise, the Strike Task remains unmodified. For example, a forward observation Task result of 18 (five Success Levels) means the artillery receiving the coordinates gains a +2 modifier to attack because five Success Levels normally have a x2 Damage Multiplier.

If the Perception and Navigation Task fails, roll on the following table to determine where the attack lands and how far off target it lands.

INDIRECT FIRE

Firing indirectly—that is to say, shooting a weapon at an enemy using a high arc—is more difficult than firing a weapon that travels upon a direct, (rel-

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Failed Forward Observation Table

TARGET IS AT ...	YARDS OFF TARGET*
Point-Blank Range	# yards
Short Range	# x D10(5) yards
Medium Range	# x [D10 x 2(10)] yards
Long Range	# x [D10 x 5(25)] yards
Extreme Range	# x [D10 x 10(50)] yards

The amount by which the Navigation Task failed by

* Limited by the weapon's maximum range

Next, roll D8 to determine the direction the shot fell away from the intended target: **1**—North, **2**—North East, **3**—East, **4**—South East, **5**—South, **6**—South West, **7**—West, **8**—North West.



actively) flat trajectory. As such, indirect firing does not gain the benefit of aiming (*Armageddon*, pg 130) unless the weapon also has line of sight to the target or is compensating with equally accurate targeting information, such as from a forward observer.

Naval Combat

Submarine wolf packs, destroyers, battleships, and carriers—this is where we get into the grit of battles at sea. We've tried to keep the rules compatible with the aerial combat rules so that both systems can be freely combined. The nuances may change a bit between air-to-air and ship-to-ship combat, but in the end most vehicular combat comes down to the vehicle's maneuverability and the pilot's Dexterity and Piloting. Keep those basics in mind, and everything should mesh together well.

Piloting and Seamanship

Seamanship is the know-how to perform the everyday tasks involved in keeping a vessel moving and in good condition, while Piloting is manning the wheel or tiller and actually maneuvering the vessel. The Crew's skill (or lack thereof) can help or hinder the ship at sea. For the most part, the Chronicler determines the skills and attributes of the crew, but most competent military crews have attributes ranging between 2 and 3, and Seamanship of 3 or 4. Certain crew, such as the captain, quartermaster, navigator, etc., should probably (if they aren't Cast Members) be written up as Supporting Cast, but as always, the level of detail in game remains in the Chronicler's purview.

Rules of Engagement

The Seamanship Modifier

At the beginning of any combat or chase, the Quartermaster's player makes an Intelligence and Seamanship Task (the Chronicler makes the roll if the ship's Quartermaster is Supporting Cast.) Each Success Level in the Task adds a +1 bonus to all Piloting and operations (including artillery use) Tasks during the combat. If the Seamanship roll fails, the character applies a -1 penalty to all Piloting Tasks for every 3 points by which the Seamanship Task failed. This is called the *Seamanship Modifier*; it is an abstract representation of the crew's support skills.

Quartermaster or Crew?

The Seamanship Task can be made using the average stats and skill level of the ship's crew, as determined by the Chronicler (see following), or using the Quartermaster's own stats, at the discretion of the person making the roll. This allows the player (or Chronicler) to substitute the crew's stats for the Quartermaster's if they are superior, or represents the Quartermaster's skill at motivating and overseeing the crew.

What's a Knot?

A knot is a naval term referring to nautical miles per hour. The direct translation of a nautical mile to a land mile is 1.151, but we will round it off to 1. Thus, where you see knots, assume miles per hour. For simplicity's sake, ship speeds are listed in their stat blocks in miles per hour.

The Chase

To resolve a chase, make a contested Dexterity (or Handling) and Piloting roll modified by the Seamanship modifier. When closing or increasing distance, a Resisted Task roll is made using Dexterity (or Handling) and Piloting, and the Seamanship modifier. Subtract the lesser Task from the Greater; distance is increased or decreased by a distance of 100 yards (meters) for each remaining Success level.

The scale of naval chases takes place on a much larger scale (covering entire oceans) than the standard chase scale covered in *Armageddon*. When a ship wins the contested roll, it adds 100 yards/meters to its increased distance for each knot the ship is going above the slower moving vessel. Once a ship has increased the gap to 10,000 yards/meters, it has effectively broken off from combat unless its opponent is equipped with extremely long



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range weapons, such as cruise missiles.

Other modifiers to Piloting Tasks are detailed in the Naval Combat and Piloting Modifiers table, to follow.

Naval Combat and Piloting Modifiers

Better Handling	+1 per point of difference between ships
Worse Handling	-1 per point of difference between ships
Faster moving vessel	+1 for each knot in speed difference
Slower moving vessel	-1 for each knot in speed difference
Situational Awareness (captain, navigator, helm, or gunners)	+2
Choppy Sea	-1
Cross Wind/No Wind	-2
Heavy Gale/Fog	-3

Acceleration & Maximum Speed

Once a ship has reached maximum speed in a pursuit, Maneuver rolls are no longer needed to increase or decrease distance. The faster ship will always increase or decrease the distance by 100 yards/meters per knot above the opponent.

Naval Combat: The Basics

Most Tasks to steer a ship during naval combat use the helmsman's Dexterity and Piloting, adding or subtracting the Seamanship modifier, as previously explained. Firing weapons uses Perception and the appropriate Guns Type.

Each vessel gets one maneuver and attack action and one defense action per Turn; however, unlike smaller vessels such as fighter planes (see the Aerial Combat rules, pg 106), the defense action made by a naval vessel applies to all attacks against the ship for the entire Turn. This is called an *Evasion Task*.

A ship's AV rating applies only to its hull. The bridge has an AV equal to half the hull's AV, weapon emplacements

have one-quarter the hull's AV, and the deck has no appreciable AV; attacks that strike the deck deal full damage to the ship's DC (making aerial attacks and bombings particularly devastating to naval vessels.)

Combat Scale

Attentive readers will notice the damage ratings, consequences, and penalties from taking hits in naval combat herein are greater than previous *Unisystem* naval combat rules, because modern combat takes place on a much larger scale than combat in the Age of Sail. While the systems for handling combat are the same, the effects of that combat are far more severe due to the massive damage capabilities of artillery and explosives versus the cannons of the 1600's.

Initiative

At the start of combat, each ship rolls a D10 and adds the ship's Handling score and Seamanship modifier. The higher result gains initiative and attacks first.

Positioning and Facing

Much like aerial combat, most ships cannot fire all of its guns at any given opponent at one time. Since weapons for the most part have a limited arc of fire, this works in a similar manner to aerial combat. If the ship is broadside to its target, half its guns can fire at any given target. If it is facing head-on or to the rear, only the front or rear weapon positions (if any) or torpedoes (if launchers are available and facing) may fire.

When a vessel is within weapons range, the crew can attempt to fire weapons. First, the ship must have weapons to bear, meaning getting the desired weap-

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ons in a position to fire upon the enemy vessel. If the Chronicler states that weapons are not yet to bear, each gunner must make a Perception and relevant Guns Task, modified by the Seamanship Modifier and appropriate entries on the Naval Combat and Piloting Modifiers table. Success indicates weapons have been brought to bear. If the gunners are Supporting Cast, to make things easier, each roll using the average Perception and relevant Guns scores of the crew readies half the guns available to fire.

That's A Lot of Guns!

Some vessels have a lot of guns. In this case, use a modification of the Automatic Fire—Burst rule; only one attack roll is made for all weapons brought to bear. If the ship has three or fewer guns that have been brought to bear, simply use the Automatic Fire—Burst rules, as presented in *Armageddon*, with each Success level indicating one hit. If a ship has more than three guns on a side that have been brought to bear, use the Automatic Fire—Burst rule and make one attack roll, adding +2 for each additional group (or fraction thereof) of three.

If the gunner desires to fire at a small target on a specific vessel, the penalty for attacking that target should be applied. If the Strike Task result is still enough to hit the target after comparing the defensive roll to the attack roll, then all weapons fired hit as above, and those targeting the smaller target hit successfully. If the penalty drops the roll below the smaller target's defense, but the original roll was still enough to hit the overall ship, then only the weapons firing at the smaller target miss.

Example: The Cast decides before the attack roll to target two of their eight weapons at a specific enemy gun. Their Strike Task results in a 22, but a -6 is imposed against the attack roll for firing upon a gun, which brings the roll down to a 16. The Chronicler notes that the enemy vessel's defense roll was an 18, so the penalty brings the attack roll below what is needed to successfully hit the gunner. However, since the original roll was enough to hit the ship, only the two guns firing at the enemy gunner miss. The remaining guns still hit the ship. If the enemy vessel's defense had been a 15, all eight guns would hit, and two of them would hit the enemy gun (likely destroying the gun and gunner in the process.)

Other Targets

Targeting a specific section of the ship works much like targeting a limb in *Armageddon*. Specific weapons are difficult targets to hit (See Penalties to Striking Targets Aboard a Ship Table.) If a specified target is hit, it is considered destroyed if the damage done equals at least 1/10 of the vessel's total DC.

Penalties To Striking Targets Aboard A Ship

Specific Hull Section (holing attempt)	-2
Aiming for or Firing Across the deck	-3*
Bridge	-5
Weapon	-6
Human-sized Target	-7

*Aircraft strafing a deck from above are not subject to this penalty; see *Strafing*, pg 111.

Holing a Vessel

Sometimes an attacker wants to intentionally cause a ship to take on water, a process called "holing" the vessel. This attacker does this by firing its weapons into the enemy ship at or below the waterline. This causes a slowing of the ship, allowing a faster vessel to move in more quickly and overtake it, or simply scuttles the enemy vessel.



The Strike Task is made at a -2. If the damage is greater than the ship's Barrier Value (BV) it begins taking on water. In game terms, the ship begins losing 10 DC per Turn as its hold and lower decks fill with water. This damage is cumulative, so if another attack penetrates the ship's BV at or below the waterline, the ship takes an additional 10 DC per Turn, and so on. This holing causes the ship to slow by 1 knot and lose 1 point of Maneuverability every 5 Turns as well, due to drag and weight change. Increase the target vessel's BV by +10 if a surface-mounted or deck weapon is being used to strike below the water line due to the water's cushioning effect as the weapon transfers from the air to being submerged.

Employing bilge pumps can slow this DC loss, but is difficult to do during combat. Pumping water during combat causes a -1 penalty to the Seamanship Modifier per hole in the ship's hull, since operating the bilge pumps that empty out the water requires crewmen to be pulled away from essential duties to bail.

Example: A ship has taken three holing hits, and is consequently losing 30 DC per turn in water gain (cumulative 10 DC per hole.) Manning the bilge pumps to keep the vessel afloat and stop it from taking on any more water results in -3 to the Seamanship Modifier for the rest of combat. The captain can opt to slow the water gain rather than stop it. If he does, he suffers -2 for the ship to take on 10 DC per Turn (one hole still taking on water), or -1 for the ship to take on 20 DC per turn (2 holes still taking on water.)

Torpedo attacks *always* result in holing, regardless of the amount of damage done, as do attacks from depth charges or waterborne mines at Ground Zero range. Also, torpedo attacks do not suffer the typical penalty to the Strike Task for holing, since they're already below the waterline. Depth charge and waterborne mine attacks result in holing if the ship is hit at Ground Zero range; otherwise, holing is standard (attack must deal more damage than the ship's BV.)

Holy Holing!

The cumulative damage from holing is far greater in modern naval combat than in the Age of Sail represented in previous *Unisystem* naval combat sources. That's simply because modern ordnance makes far bigger and more devastating holes than the cannons of the 1600's.

The Evasion Task

Eyading incoming weapons fire is no small feat for a large, cumbersome ship, so it may only be done at great ranges. To find a weapon's minimum distance for the target to get out of the way, subtract the vessel's High Profile (Optics) value from its handling and multiply the amount by 2,000. Subtract the result from 8,000 to find the minimum range, in yards (meters), a modern naval weapon must be fired for the craft to have time to dodge completely out of the way. A negative re-

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sult means the vessel cannot completely evade incoming attacks. Of course, this all relies on the fact the weapon is not so fast that it Strikes the target in the same Turn it is fired. Reduce the vessel's High Profile (Optics) value by 1 per additional Turn the incoming attack requires to reach the target. Vessels without a High Profile (Optics) value are usually agile enough to dodge normally without worrying about weapons fired from any distance other than point-blank range.

Evading attacks fired from closer than this minimum range may still benefit by turning away enough to deflect some of the attack's force. A successful Evasion Task at this range requires four or more Success Levels, and it halves the attack's damage before accounting for AV/BV. Handling and Piloting, as modified by the Seamanship Modifier, are used to make Evasion Tasks.

An Evasion Task is opposed by the opponent's Strike Task.

Maneuvers

Below is a list of several maneuvers a crew might use to try and outwit their opponent. As with those in Aerial Combat, this list is not comprehensive, and players and Chroniclers should feel free to create more. Unless otherwise noted, these maneuvers are all opposed by the opponent's Evasion Task.

SHADOW

In this maneuver, a pilot places his ship behind another allied ship to fool a pursued vessel into believing only one vessel is following it. To perform the maneuver, the ship must be smaller or of the same size as the ship being shadowed, and the pilot must succeed in a Dexterity (or Handling) and Piloting Task roll with a -2 to the roll to keep hidden behind the chosen ship. Success means the ship is hidden from the naked eye. Failure allows those on the opponent's vessel to make a Perception and Notice Task roll at +3 to see the second pursuing vessel. This Task must be repeated any time either the ship being shadowed or the ship being pursued performs a maneuver that alters its perspective of the shadowing vessel.

SWEEPING BROADSIDE

In this maneuver, a ship banks hard, threatening to dip one side into the drink, and quickly positions all guns on a side into firing position. To perform this maneuver, the pilot must succeed in a Dexterity (or Handling) and Piloting Task roll with a -5 penalty to the roll. Because this maneuver drops the vessel's current speed by three-quarters (75%), it can quickly mean the end of an encounter if the broadside misses. Additionally, failure means the ship dips too far, and all hands on deck not tied down must make Difficult Dexterity Tests to keep from falling into the water. If the crew fails, 10% of their on-deck numbers slide into the sea. Even worse, the ship, in addition to having lost three-quarters (75%) of its speed, is in no position to fire.

SWEEP THE DECK

This maneuver is used to clear the deck of any enemy's ship for boarding. Taking a -3 penalty to the Task, the gunner fires his weapon across the enemy ship's deck, causing the enemy crew to make a Dodge roll (see *Brace for Impact!*, pg 121.)

Toughness

Once a vessel takes more than one-quarter (25%) of its total DC in damage, Very Bad Things start to happen, like loss of maneuverability or even munitions hits. At this point, the ship must start making Difficult Toughness Tests each time the ship takes damage. Each failed Toughness roll brings a D10 roll on the Toughness Failure Table, subtracting the Toughness of the ship but adding any Success Levels from the Strike Task. The result on the table is then applied to the ship, which could result in poor mobility, loss of speed, or much worse.

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Toughness Failure Table

RESULT	EFFECT
1-3	Maneuverability. Damage to the ship's maneuverability drops the Handling of the vessel by 1 and imposes a -2 to all Seamanship rolls to maneuver.
4-6	Decreased Speed. Damage to the ship's engines has resulted in decreased speed. Drop the vessel's maximum speed by 5 knots. This also affects the current speed of a craft. Use the next highest result if the ship is already dead in the water.
7-8	Solid Hit. The damage done to the vessel is the maximum possible for the weapon type.
9-10	Pounded Hull. The ship has taken so much punishment that the vessel's Toughness has decreased by 1.
11-12	Gaping Hole. The vessel takes x2 damage from the attack. Speed drops by 2 and Handling drops by 1.
13-14	Massive Damage. Chain reactions throughout the ship have taken their toll. Speed drops by half, Handling drops by 2, and 30% of the crew are killed.
15+	Catastrophic! Roll a D10 and consult the Catastrophic Failure Table.

Catastrophic Failure Table

RESULT	EFFECT
1-2	Munitions/Engine room hit. Damage x 10 from resulting explosion and the ship is on fire, taking D6(3) fire damage per Turn until extinguished.
3-6	Engine completely destroyed. Lose all propulsion—the vessel is dead in the water.
7-9	Massive, irreparable damage to hull below waterline. The ship will sink within D4 x 5(10) minutes ... all hands abandon ship!
10	Explosion sets the entire ship ablaze. Everyone on board suffers D6 x 3(9) points of fire damage and must make a Survival Test.

Buoyancy Threshold

If the ship loses three-quarters (75%) of its DC it passes its *Buoyancy Threshold* and is in danger of sinking. It must make Simple Toughness Tests with a -1 to the roll for every 100 points below the Buoyancy Threshold, or sink in D10 - 2(3) hours (minimum 1.) Manning the bilge pumps adds +2 to the roll, but carries its own consequences (see *Holing*, pg 117.) Even if the roll is made, the vessel sinks in a few hours (roll D12(6), minimum 1 hour) if repairs aren't made. If the damage inflicted is more than the ship's total DC, the vessel sinks within D10 - 2(3) (minimum 1) hours unless repairs are affected. A ship that has taken double its total DC in damage is utterly destroyed. (Note, historically, it was rare for a vessel to be completely obliterated; generally, they were just sunk.) Regardless of whether the ship succeeds or fails its Simple Toughness Test, a new Test must be made every hour until repairs are made.

Too Much Bookkeeping!

For some Chroniclers, the rules represented here may require too much bookkeeping. If this is the case, simplify things in the following manner. When a ship's DC hits half (50%) of its total, it automatically rolls on the Toughness Failure Table. When its DC reaches 20 or less, it must make a roll on the Catastrophic Failure Table. When DC reaches 0, the boat sinks in D10 -2(3) hours and must make a second roll on the Catastrophic Failure Table.

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Submarines

Submarines use the same rules for naval combat as all other ships but, when submerged, a submarine becomes more difficult to detect by surface-moving vessels. If the vessel is equipped with sonar, detecting the submarine requires the Cast or crew of the seeking ship or submarine to make sonar roll (see Chapter 5, pg 224) against the target submarine's Handling and Stealth (Sound) at +3 in order to detect the ship via sonar, imposing a -1 penalty per 10 mph (16 kph) the surface vessel is moving at (rounded off) because noise from the craft's passing interferes with the sonar at higher speeds. If the submarine being sought attacks, its stealth immediately suffers a -3 penalty to its Stealth rating, which remains in effect until such time as the submarine once again returns to a silent running status. Similarly, the submarine's stealth suffers an additional -1 penalty to its Stealth per 10 mph (16 kph) of its speed (rounded off) because moving fast makes the submarine easier to detect via sonar.

Combat between submarines is standard, meaning a submarine being sought does not gain a +3 bonus. Submarines can take evasive maneuvers to avoid depth charges and torpedoes; this is the same as a surface-dwelling ship's Defensive action, but submarines get +3 to evade (escape Ground Zero range) depth charges.

If, at any time, a submarine fails a Toughness Test, it is unable to surface until repairs are made. At this point, the crew typically has D10 x 4(20) hours of oxygen left before suffocation sets in (use rules for drowning.)

Submarine Depth

A submarine's operational depth is the safest depth it can dive to without worry. The maximum depth is the farthest it can dive before succumbing to the effects of water pressure. When between the operational and maximum depths, the Chronicler should worsen all combat results and generally introduce a crises or two to illustrate the dangers of plunging beyond safe distances, but

should also grant a bonus to Stealth (typically +1 to +3) because it is more difficult to detect. When going below the maximum depth, all activities are penalized as the Chronicler feels appropriate (the penalties should increase the farther down the submarine travels), and even turning the sub's heading can alter stress on the hull enough to cause an implosion, although Stealth should garner appropriate benefits (typically +3 to +5) from the increased depth.

Torpedoing

Aiming a torpedo works in much the same way as using a forward observer to aim artillery, except a Navigation and Perception Task is used for line-of-sight/periscope aiming, and a Systems Operations (Sonar) or Systems Operations (Radar) and Perception Task (as appropriate) is used when sonar or radar is providing the targeting information. This is because the person plotting the torpedo's course to the desired target is not only different from the person acquiring the target information, but yet another person is actually firing the weapon.

Brace For Impact!

Crew can be lost by many means during naval combat. For example, they can be specifically targeted on a vessel to clear it, or they can be lost when a torpedo hits the hull, spraying the interior with shrapnel. Basically, any time a ship takes a hit or a weapon strafes shot across its decks, the ship's crew must make a standard Dodge maneuver (the Chronicler should roll once for the entire crew in the affected area of the ship, adding the crew's average Dexterity and Dodge scores to the D10; Cast Members in danger gain a separate Task if the crew's Task fails.) If the result is higher than the attack's roll, then the crew successfully hits the deck. If not, 10% of any remaining crewmembers (rounded up) are lost.

If the attack was specifically designed to take out personnel, damage from the shipboard weapons is halved and applied to both the vessel and any Cast

Chapter 4

Members who failed their Dodge Task. If the attack was designed merely to hit the ship, the vessel suffers full damage, and the Cast suffers one-quarter (25%) damage from the attack.

When crewmen are lost, a ship may be more difficult to pilot until more crew are picked up. Each time the crew drops by one-quarter (25%), they lose 1 point in all bonuses and Willpower. *Brace for Impact* stays the same. Thus, a crew that has been reduced by half has all bonuses dropped by 2 and their Willpower dropped by 2.

Prepare to be Boarded

Sometimes the order comes down to capture, rather than destroy, an enemy vessel. When a ship is within 10 yards (meters), a crew can begin boarding procedures. This is a dangerous time for both ships if there are still guns or other weapons available to fire, since this is essentially a broadside maneuver at point-blank range (not much chance of a miss; simply apply damage, doubled at the Chronicler's option.) Boarding can be broken down into contested Simple Dexterity Tests, as one side attempts to throw and attach mooring lines, and the other side attempts to cut them loose. This can be attempted once a Turn. If the ship becomes successfully moored, the attackers can board the ship.

Maintenance and Repairs

When emergency repairs are needed, the ship's engineer makes an Intelligence and Mechanic Task; each Success Level rolled repairs 10 DC to a ship, can repair damaged systems, or, in the case of a boat taking on water, drops the amount of DC loss per Turn by 1 DC. Water loss must be stopped before DC can be restored, and restoring DC to a damaged ship is dependent upon spare materials at hand (plating to weld to the hull, etc.)

Major repairs may require a ship to be sent home to the shipyard for refit, at the Chronicler's discretion. All repair attempts take time, ranging from a hours

to days. Multiple assistants could lower the time required. The Chronicler needs to determine the exact amount of time required for these repairs.

General Combat Modifiers & Techniques

A number of new rules and modifiers may be applied to enhance the realism of combat in a military-centric game. Again, which of these new rules are employed is up to the Chronicler, although several are assumed to be in use by other rules or are necessary if you wish to allow for certain activities.

ANTI-MISSILE FIRE

Anti-aircraft guns and task-oriented anti-missile weapons, such as the Patriot, may attempt to shoot down inbound missiles. In addition to any other penalties the Chronicler may apply, targeting missiles suffer a -3 penalty for light missiles, -2 for medium missiles, and -1 for heavy missiles. Ballistic-sized missiles are targeted without penalty. Chroniclers should double or even triple these penalties if the weapon being used is not an anti-missile weapon. Typically, light missiles have a Damage Capacity of 20, medium missiles have 30, heavy missiles are 40, and ballistic missiles are 60 to 150.

BIPODS & TRIPODS

Some weapons are not easily fired without a bipod or tripod because they are so heavy and/or cumbersome. If such a weapon is used without stable support, the operator suffers a -2 penalty to the Strike Task (-4 to weapons with an EV higher than 30/15), along with any other modifiers. Using a bipod or tripod on a lighter weapon, such as a sniper rifle, grants a +1 modifier to the Strike Task.

Chroniclers may allow characters to gain the benefit of a bipod/tripod when using an obstacle or bit of terrain to support their weapon. For example, mountain troops are often trained to use their skis as an impromptu bipod by shoving them into the snow in such

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a way as to cross at about shoulder height, allowing the soldier to cradle his weapon where the skis crossover.

BREATHLESS KILL

SpecOps soldiers prefer killing without allowing their target the chance to make a sound. This maneuver may be attempted with a mid- or high-caliber bullet, usually from a silenced pistol at close range or at a distance with a sniper rifle, or by using a blade. A quick, precise Strike Task with a -3 penalty (-6 without the Special Operations MOS or experience as a professional assassin) is made and requires the victim to be surprised or otherwise helpless. If successful, the attack's Damage Multiplier is increased by 1 in addition to the usual effects of hitting a vital point (see *Armageddon* and elsewhere in this chapter.) If the damage equals or surpasses half the victim's current Endurance, the latter cannot cry out or speak during the attack, nor in the Turn following (if he survives.)

ENCRYPTED COMMUNICATIONS

Coded transmissions are a vital factor in battlefield communications. Equipment capable of transmitting encrypted data includes a value indicating the number of Success Levels that must be attained with an Intelligence and Systems Operations (Encryption) Task to crack the code.

GRENADE TIMING

Most grenades have a 3 to 5 second timer so they will not explode as soon as

released. If the target is too near, though, a poorly timed grenade may allow the would-be target opportunity to pick it up and toss it back or kick it away with a Difficult Dexterity Test as a defensive action, tossing/kicking it 5 feet away per Success Level. Timing a grenade so that it will not provide such an opportunity incurs a -2 penalty to the Strike Task but incurs a -6 penalty to the target's Test to get rid of the grenade.

INTUITIVE SHOT

Requires: Special Operations MOS.

Training SpecOps agents involves getting them to trust their instincts and react before the rational realization of a threat reaches their brain. One such technique is "intuitive shooting," and it involves raising a weapon to aim and fire purely on instinct. When mastered, this procedure is surprisingly accurate.

If the surprised character has a firearm in hand or within easy reach, he may attempt to fire a single shot before his opponent, despite the surprised character normally going last in the initiative. The character and his opponent make Resisted Perception and Dexterity Task rolls. The character attempting the intuitive shot is -2 if armed with submachine guns or -4 if with rifles; larger weapons cannot be used for intuitive shots. If the surprised character wins, he may fire first with a -3 to -5 penalty, despite having lost the initiative. However, that counts as his attack action, and any defensive action that Turn suffers a -2 penalty.



MINESWEEPING

Perception and Demolitions is used as a minesweeping Task to actively find concealed and/or buried mines. When looking for a mine by primitive means, such as with the naked eye and a probe, the minesweeper subtracts from the minesweeping Task the Success Levels achieved by whomever laid the mine in concealment.

Using minesweeping equipment bypasses the mine laying Task's Success Levels, unless the person who put the mine in place used techniques specifically designed to bypass such equipment. For example, using a metal-detecting minesweeper picks up on the metal in a buried mine no matter how skilled the mine's layer proved at concealing the explosive. Usually, the mine must employ special construction techniques or materials to circumvent such detection, as is the case with wood, plastic, or ceramic mines versus the previously mentioned metal-detecting equipment. If no penalty to the minesweeping Task is provided in such a mine's description, consider it to be between -1 and -5, depending upon the degree to which such materials are employed.

Mine detection using one's eyes and a probe, such as a stick or knife, is incredibly slow work, requiring the minesweeper to move at a mere one-tenth (10%) his normal Speed. Apply a -1 penalty to the minesweeping Task for every one-tenth (10%) of Speed above this the minesweeper moves while looking for mines. Using proper mine detection equipment reduces the minesweeper's Speed to one-quarter (25%) normal, applying the same -1 for every one-tenth (10%) of Speed faster than this the character moves.

TARGETING SYSTEMS & AIMING

A systems operator may optimize a firing solution for weapons equipped with remote targeting gear rather than using direct operator line of sight. This action works in the same fashion as aiming (see *Armageddon*), except the Task uses Perception and the appropriate Systems Operations Type.

Damage In Detail

Sometimes a Chronicler may want to add some extra details on what damage caused to a target actually means. In short, when something is struck by an attack, it is not merely "hit," with combat moving on to the next action that Turn—there are additional effects to consider from putting a hole in a person.

Blood Loss

Wounds that are likely to draw blood, such as from slashing/stabbing weapons, a large bullet wound, or a severe beating, continue to bleed. The amount of blood lost and the First Aid Task modifier required to stop the bleeding (Medicine Tests gain a +3 bonus over listed modifier) depend on the damage caused by the original attack. The effects are cumulative if the character continues suffering bleeding wounds.

Targeting Specific Body Parts (Expanded)

When targeting specific areas, the following damage modifiers occur, and a Survival Test may be called for, at the Chronicler's discretion (although it likely is not necessary if a crippled result is indicated by the amount of damage suffered.) The Survival Test suffers a penalty equal to the number of Success Levels in the attacker's Strike Task. Failing a required Survival Test for hitting a specific body part necessitates a roll on the appropriate table below (by body part targeted), adding +1 to the roll per 10 points (rounded off) of the damage actually suffered (do not count the excess damage ignored for a limb or the like.)

Drawbacks incurred because of an additional damage effect do not grant Drawback Points.

Head: -4 to hit. Blunt damage is doubled; slashing/piercing is tripled. Bullet type damage is modified by two levels (i.e., armor-piercing bullets inflict triple damage, normal bullets inflict four times

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Blood Loss Table

DAMAGE SUFFERED	LIFE POINT BLOOD LOSS DAMAGE*	ENDURANCE BLOOD LOSS DAMAGE	FIRST AID MODIFIER
Less than 10	D6 -2(1)** per 5 minutes	None	+3
10 to 20	D4(2) per 5 minutes	None	+2
21 to 40	D4(2) per minute	D6 -2(1)** per 5 minutes	+1
41 to 50	D4(2) per Turn	D4(2) per minute	None
51 to 60	D4 x 2(4) per Turn	D4(2) per Turn	-1
61 to 70	D4 x 3(6) per Turn	D4 x 2(4) per Turn	-2
Per 10 point increase	Increase multiplier by 1	Increase multiplier by 1	Increase by -1

* Halved if not slashing/ piercing or bullet damage, to a minimum of 1 point

** A result of 0 or less means no damage is suffered

damage, etc.) Endurance Point damage (in non-lethal combat) is quadrupled.

ROLL D10	SEC. ROLL	ADDITIONAL EFFECT
1 to 5	—	Lucked out. Nothing else happens.
6	—	Jaw damaged. Speech is impossible for D10 x 5(25) days.
7	—	Tongue Destroyed. Speech is permanently lost.
8	—	Nose shot off. Apply the Attractiveness -1 and Impaired Senses (Smell) Drawbacks.
9	—	Eye Damaged. The character suffers a limited form of Impaired Senses (Sight) Drawback that only incurs a -1 penalty. Roll D4: 1-2 sight returns in D10 x 5(25) days or 3-4 the loss is permanent.
10	Roll D4	Brain Damage
—	1	Minor Brain Damage. Minor short-term memory loss that (roll D4) 1-2 returns in D8 x 10(40) days or 3-4 is permanent.

—	2	Minor Brain Damage. Minor long-term memory loss that (roll D4) 1-2 returns in D8 x 10(40) days or 3-4 is permanent.
—	3	Major Brain Damage. Damage to mental faculties. Roll D4: 1-2 -1 to Willpower or 3-4 -1 to Intelligence. Roll D4: 1-2 returns to normal in D8 x 10(40) days or 3-4 is permanent.
—	4	Severe Brain Damage. Damage to mental faculties. Roll D4: 1-2 -1D4+1(3) to Willpower or 3-4 -1D4+1(3) to Intelligence. Roll D4: 1-2 returns to normal in D8 x 30(120) days or 3-4 is permanent.

Neck/Throat: -5 to hit. Blunt damage is doubled; slashing/piercing damage is quadrupled. A slashing attack on this area that does enough damage to kill the victim results in decapitation. Bullet damage is modified by one level (armor-piercing bullets inflict double damage, and so on.)

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ROLL D8	ADDITIONAL EFFECT
1 to 4	Lucked out. Nothing else happens.
5	Larynx Damaged. Speech is impossible. Roll D4: 1-2 lasts D10 x 5(25) days or 3-4 effects are permanent.
6	Windpipe Damaged. Cannot hold breath and Endurance is lost at twice the normal rate until the damage is repaired.
7	Arterial Damage. Automatic blood loss (pg 124) at triple the normal rate for the wound. Apply a -2 penalty to the First Aid Task to stop the bleeding.
8	Spinal Damage. Roll on the table for the spine, following.

Arms/Legs: -2 to hit. Damage in excess of one-third Life Points cripples the limb; extra damage is lost.

ROLL D8	ADDITIONAL EFFECT
1 to 4	Lucked out. Nothing else happens.
5 to 6	Broken Bone/Muscle Damage. D10 x 5(25) days to heal, until then imposing a -3 penalty to Tasks and Tests requiring the arm. If a leg, reduce Speed to one-third.
7	Broken Bone/Muscle Damage. Imposes a -3 penalty to Tasks and Tests requiring the arm for D10 x 5(25) days. It never completely heals, leaving a permanent -1 penalty. If a leg, reduce Speed to one-third, and after it heals the character's Speed is permanently reduced by one-quarter.
8	Arterial Damage. Automatic blood loss (pg 124) at double (triple, if the leg) the normal rate for the wound. Apply a -2 penalty to the First Aid Task to stop the bleeding.

Hand/Wrist: -3 to hit. Damage in excess of one-quarter Life Points cripples the area. Extra damage is lost.

ROLL D4	ADDITIONAL EFFECT
1 to 2	Lucked out. Nothing else happens.
3	Broken Bone/Muscle Damage. D10 x 5(25) days to heal, until then imposing a -3 penalty to Tasks and Tests requiring the hand.
4	Broken Bone/Muscle Damage. Imposes a -3 penalty to Tasks and Tests requiring the hand for D10 x 5(25) days. It never completely heals, leaving a permanent -1 penalty.

Foot/Ankles: -3 to hit. Damage in excess of one-quarter Life Points cripples the area. Extra damage is lost.

ROLL D4	ADDITIONAL EFFECT
1 to 2	Lucked out. Nothing else happens.
3	Broken Bone/Muscle Damage. D10 x 5(25) days to heal, imposing a -3 penalty to Tasks and Tests requiring the foot until then. Reduce Speed to one-third.
4	Broken Bone/Muscle Damage. Imposes a -3 penalty to Tasks and Tests requiring the foot for D10 x 5(25) days. It never completely heals, leaving a permanent -1 penalty. Reduce Speed to one-third, and after it heals, the character's Speed is permanently be reduced by one-tenth.

Spine: -2 to hit. Blunt damage is doubled; slashing/piercing damage is tripled. Bullet damage is modified by one level (see Neck/Throat bullet damage.)

ROLL D6	ADDITIONAL EFFECT
1 to 3	Lucked out. Nothing else happens.
4	Minor Nerve Damage. D10 x 10(50) days to heal, but, until then, treat an affected limb as through broken, as described for that part of the body. Roll D10: 1-2 one arm, 3-4 one leg, 5-6 both arms, 7-8 both legs, 9-10 both arms and both legs.

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ROLL
D8

ADDITIONAL EFFECT

1 to 4 Lucked out. Nothing else happens.

Minor Damage. D10 x 5(25) days to heal, but, until then, Endurance is lost at five times the normal rate and all physical Tasks and Tests are -D4(2) due to pain.

5

Severe Damage. D10 x 10(50) days to heal, but, until then, Endurance is lost at ten times the normal rate and all physical Tasks and Tests are -D10(5) due to pain. Stress or strenuous activity may cause permanent damage.

6

Permanent Damage. Treat as Severe Damage, but afterward, Endurance costs are permanently doubled and there is a -2 penalty to most physical Tasks and Tests due to improper functioning and discomfort.

7

Organ Shutdown. The organ is destroyed or no longer works. The effects depend upon the organ, but there is no hope except replacement (if that), or some form of miracle.

8

Severe Nerve Damage. D10 x 10(50) days to heal, but, until then, treat an affected limb as through broken, as described for that part of the body. Roll D10: **1-2** one arm, **3-4** one leg, **5-6** both arms, **7-8** both legs, **9-10** both arms and both legs. After that time the affected area(s) permanently suffers a -1 penalty to all related Tasks and Tests.

5

The affected limb(s) become useless, as per the Physically Disabled Drawback. Roll D10: **1-2** one arm, **3-4** one leg, **5-6** both arms, **7-8** both legs, **9-10** both arms and both legs.

6

Heart/Lungs/Kidneys/Similar Vitals: -2 to hit. Blunt damage is doubled; slashing/piercing damage is tripled. Bullet damage is modified by one level (see Neck/Throat bullet damage.) Besides the listed additional effects, the Chronicler may wish to tailor effects specific to the organ, depending upon the severity of the damage.

Military Fortifications and Obstacles

Even on the modern battlefield, fortifications have an important role to play. Fortifications not only provide protection and cover, but they also work to impede an enemy's progress, among other uses. The skill(s) used alongside Intelligence for the Task needed to erect the fortification is provided, followed by the most likely modifier to the roll.

ABATIS

Requires: Engineer (Fortifications) at +3 or Stealth at +2.

Felled trees are placed before a trench, their branches intertwining, to help the position blend into a wooded backdrop. Provides a +2 bonus to Stealth Tests to remain camouflaged while in the position. Sharpened stakes are often hidden amongst the branches, facing outward, to impede and foul anyone seeking to rush the position.

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BEACHING OBSTACLE

Requires: Engineer (Fortifications) or Engineer (Construction); -1 if reinforced.

A concrete or metal obstacle placed below the waterline to deny landing craft access to an area. Some beaching obstacles include pointed protrusions intended to hole hulls.

BREASTWORKS

Requires: Engineer (Fortifications) at +5.

A one-layer wall of sandbags provides cover against attack in much the same fashion as a trench, but it can be shot through, much like a wall. AV is 10 (+2 per additional layer), DC is 35 per layer, and BV 10 (+4 per additional layer.) Like a trench, anyone behind a sandbag wall gains a free Duck and Cover maneuver against ground-detonating explosions, but without the trench's bonus.

BUNKER (CONCRETE)

Requires: Engineer (Fortifications) at -1 (-3 if reinforced) or Engineer (Construction) at -1 if reinforced.

Whether used as a command post, machine gun pillbox, or seaward cannon position, a bunker serves to provide protection to those within. A basic bunker fits two people and has the following statistics: AV 20 (+2 per additional 4 people), DC 250 (+25 per additional person), and BV 20 (+2 per additional 4 people.) A reinforced bunker has the following statistics: AV 35 (+5 per additional 4 people), DC 500 (+50 per additional person), and BV 60 (+10 per additional 4 people.) Bunkers may be built of weaker materials, such as wood, with reduced effectiveness.

EARTHWORKS

Requires: Engineer (Fortifications) at +5.

Earthworks are rudimentary fortifications carved from earth. A typical foxhole has BV 10 to 15, whereas a trench has BV 10 to 30. AV and DC are largely irrelevant to earthworks. Such fortifications provide cover for much of the body of anyone behind cover at all times, usually requiring a specific body part be targeted to hit whatever is exposed.

Being in a trench or foxhole also allows a free Duck and Cover maneuver (pg 113) against ground-detonating explosives (including artillery hitting the ground), with a +4 bonus (unless they explode directly within the fortification), and without actually having to move—just apply the reduced effect due to the provided cover. This does not apply to airburst munitions exploding above the fortification. If there is time, trenches usually have breastworks added to increase protection.

FIREPIT

Requires: Engineer (Fortifications) at +1.

A modern firepit is a carefully dug hole that offers rudimentary fortifications for two men. The firepit includes fire steps to stand upon while shooting, a low roof made of thick branches, a sump, and predetermined firing lanes. Firepits typically provide a +1 bonus to Stealth to remain camouflaged and have a BV of 15 to 20. AV and DC are largely irrelevant.

MINEFIELDS

Requires: Demolitions.

Unless otherwise stated, mines have an attack skill equal to the amount of Success Levels achieved during the Task made to set them up. When someone steps on such a mine, roll a D10 and add this attack skill value. Anyone can lay a mine, however—most take little more than burying or hiding, and then arming it. If the Task to lay the mine fails, consider its attack skill to be 0. See *Minesweeping*, pg 124, for details on finding and removing mines.

RAZOR WIRE

Requires: None.

Whether in straight lines or cyclone format, razor wire is a dangerous battlefield obstacle for infantry. Anyone moving immediately past razor wire faster than a cautious 1 yard/meter per Turn in well-lit conditions must succeed at a Simple Dexterity Test or suffer D4(2) slashing damage per Turn. Running or darkness changes this to a Difficult Dexterity Test, possibly with penalties, and causes D8(4) slashing damage. Climbing razor wire auto-

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matically inflicts damage, although adequate protective clothing (e.g. thick gloves) may allow for a Difficult Dexterity Test or provide an AV of D4(2) against the wire's damage.

Suffering 4 or more points of damage from razor wire requires a Difficult Dexterity Test to prevent being entangled; a penalty may also be applied if in the dark, running, wearing loose clothing, etc. If entangled, the character automatically suffers D4(2) points of slashing damage per Turn, or D10(5) if panicking or recklessly trying to break free. Getting free requires D4(2) Turns with a successful Difficult Dexterity Test made each Turn, or having someone else cut the wire to unwrap the victim.

REVTMENT

Requires: Engineer (Fortifications) at +2.

A wall built around a building, fuel station, vehicle, aircraft, or artillery position (although the latter is technically a battery) to protect it while immobile. An earthwork revetment provides AV 5, +2 per inch, DC 25 per inch, and BV 10, +1 per inch. Sandbag revetments provides the same protection as a breastwork (see previous.) Prefabricated, modular revetments provide AV 24, DC 150, and BV 35.

SNIPER PIT

Requires: Engineer (Fortifications) or Engineer (Construction), the latter at -1 or worse for more complex versions.

A pit dug laterally rather than deep, it is usually built among an elevated tree's roots, into a hillside beneath a bush, or a similarly camouflaged position that allows for a wide view of the surroundings. The pit is typically lined or topped with overlapping branches to provide insulation, and more advanced sniper pits even allow the occupant to completely withdraw inside. Otherwise, treat as a firepit.

STANDOFF

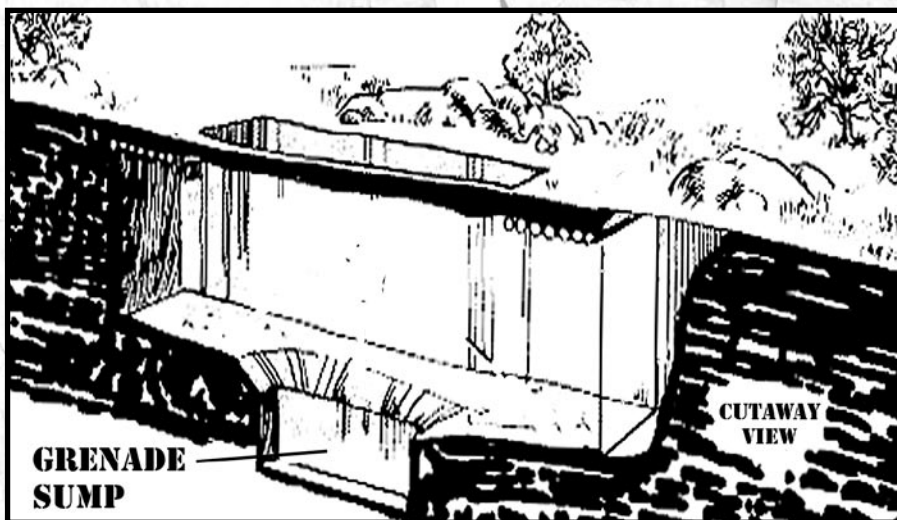
Requires: Engineer (Fortifications) or Engineer (Construction.)

Not a fortification on its own, a standoff is an outer layer added to an existing fortification with anywhere from 6 inches to several feet of space between the two. The standoff's purpose is to absorb damage and detonate incoming munitions before they reach the primary fortification. Treat a standoff as a wall of the appropriate material (see *Armageddon*.) They are often placed around important and/or sensitive locations, such as ammo or fuel dumps, headquarters, and parked vehicles.

SUMP

Requires: Engineer (Fortifications) at +3.

A simple, sloped, and deep earthwork hole, a sump is located near a manned position so that incoming grenades may be thrown or kicked in to lessen their effect. A grenade tossed normally allows a person near a sump a Simple Dexterity



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Test to put the grenade in the hole in time. If the grenade was a timed throw (see pg 123) a Difficult Dexterity Test is allowed so long as the sump is in range. For every 2 Success Levels rolled, reduce the grenade's area of effect range by one degree, as the sump absorbs some of the explosion—Ground Zero to General Effect to Maximum Range to Harmless.

A grenade successfully thrown in into the sump-equipped defensive position also rolls a D10 if it lands within a yard (meter) of the sump, with a roll of 1 meaning the grenade luckily rolls into the sump of its own accord. In such cases, roll a D10 and add one-fifth of the sump's material's BV (rounded down; BV 10 for earthworks) as a bonus, instead of making the usual Dexterity Test for the sake of how much of the explosion is absorbed.

TANK OBSTACLES

Requires: Engineer (Fortifications) at +2.

Either a concrete block or cross work of steel beams, tank obstacles are placed to deny vehicles access to a particular route or landing zone. They may be placed in roads, tree lines, fjords, beaches, and so on. They are sturdy and high enough that even the most powerful tank can neither climb nor push through them. Typical concrete tank obstacles have AV 28, DC 500, and BV 35. Typical steel tank obstacles have AV 40, DC 200, and BV 15.

Booby Traps

Booby traps aid in perimeter defense, act as early warning systems, help in ambushes, or generally slow down and harm an enemy. Unless otherwise stated, booby traps that make a Strike Task have an attack skill equal to the Success Levels attained while setting up the trap.

Task Modifier indicates any modifiers to set-up the booby trap, whereas *Notice* indicates a typical modifier to a Perception and Notice Task to spot the trap before triggering it. An Intelligence and Stealth Task may be made to better camouflage the trap, using any Success Levels as an additional penalty to *Notice*,

although the Chronicler should definitely put a cap on the roll to represent the trap's nature (size, shape, etc.)

ANIMAL

Task Modifier: None; Notice: Varies.

A dangerous animal is kept in a small cage or similar receptacle or enclosure to be stepped on or unleashed, or may be set to fall on a passerby when triggered. Snakes and poisonous spiders are common.

ARISEN MINE

Task Modifier: None; Notice: Varies.

Buried Arisen are left in the enemy's path to detonate bombs or similar traps under specified conditions. Many are commonly wrapped with several bandleers of dozens of grenades with the pins all tied to ropes left in the Arisen's hands so they may be pulled simultaneously.

ARROW

Task Modifier: -2; Notice: -2.

An arrow is tube-mounted in a tree, hole, or similar perch. When the trigger (likely a trip wire or pull line) is set off, a spring or cord fires the arrow for D8 x 3(12) damage.

BULLET RAT TRAP

Task Modifier: None; Notice: -4.

The bullet or shotgun shell is mounted in a tree or similar perch, and when the trigger (likely a trip wire or pull line) is set off, a spring-loaded pin slams into the bullet's primer, firing it.

BULLET MINE

Task Modifier: None; Notice: -6.

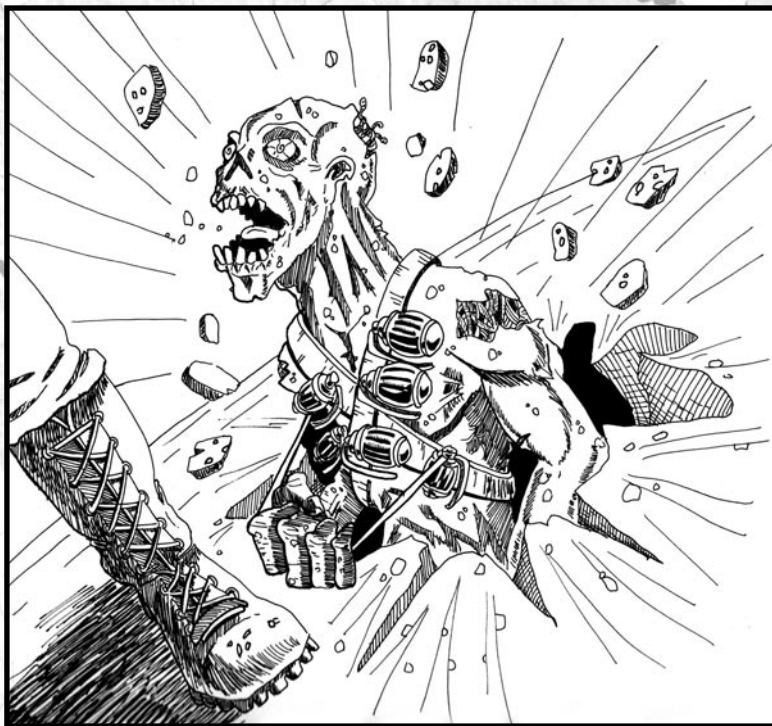
Stepping on the bullet, which is buried with its tip up so that only the latter is above ground, drives it down onto a pin underneath it that hits the primer, shooting the bullet up into the foot to cause its normal damage.

LOG FALL

Task Modifier: None; Notice: +2.

A tripwire releases a hidden pile of heavy logs (or rocks) on a hill or similar incline near the location to come free, causing the logs to roll down, typically causing D8 x 5(20) damage. A successful Dodge results in half damage.

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LOG, SWINGING

Task Modifier: None; Notice: None.

A single log or similarly heavy object is hidden high and out of sight, so that when it is released (usually by a tripwire), it comes crashing down, crushing the victim with a swinging blow. The trap causes $D8 \times 4(16)$ damage. Add $D8 \times 2(8)$ slashing/stabbing damage if spikes are added.

PITFALL

Task Modifier: None; Notice: -4.

This large, deep pit is big enough for one or more men to fall into. The top is typically camouflaged with a grass-covered wooden framework that either collapses or tilts when trod upon, and it is not uncommon for the pit's bottom to be lined with sharpened wooden stakes that cause $D8 \times 5(20)$ slashing/stabbing damage. Climbing out of the sheer pit is done so at a -2 penalty.

POLE CHARGE

Task Modifier: None; Notice: -4.

A simple container is fitted with explosives (usually dynamite or C4) and attached to a pole, which is, in turn,

hung along a path from a tree. A tripwire releases the pole so that the charge swings down and detonates on impact. The charge has an attack skill equal to the Success Levels of the Task to set it up, minus one. Use large charges along forest roads to attack vehicles.

PROPPED GRENADE

Task Modifier: Varies by how stable it is in its propped position; Notice: Varies.

A simple trap, a grenade is left against a door, in a cup, under a body or rock, etc., with its pin pulled. When the object is moved, the safety is released, and the grenade detonates.

PUNJI STICKS

Task Modifier: None; Notice: Penalty equal to Intelligence and Stealth Success Levels.

A shallow hole filled with sharpened wooden stakes is covered to blend in with the surroundings. When stepped on, the victim's foot falls through and impales itself for $D8 \times 2(8)$ slashing/stabbing damage, reducing the victim's Speed by one-quarter (25%) until healed. It is not uncommon for guerrillas to poison the sticks or coat them with excrement to encourage disease.

PUNJI STICKS, FOOT TRAP

This variation of the standard punji stick also uses downward angled stakes to trap and impale the foot when pulled out, causing the same damage again. The stakes must be sawed away or a Difficult Strength Test made to pull the foot free, but damage is suffered again when pulling, whether successful or not.

PUNJI STICKS, SWINGING

Task Modifier: -1 for a few stakes and -2 for a lot. **Notice:** -4 for a single stake, -2 for a few, and no modifier for a lot.

Sharpened wooden stakes are tied to a frame and a pole of some sort. When the trap is sprung (usually by a tripwire), the frame swings down or around on the pole to impale the victim. A single, long stake causes D8 x 2(8) slashing/stabbing damage, whereas a few stakes together cause D8 x 4(16), and a lot of stakes cause D8 x 6(24.)

TRIPWIRE

Task Modifier: Traps and Dexterity. No modifier for items designed for such use, otherwise -2 (or higher if volatile/fragile); **Notice:** -2 to -4.

A thin piece of wire or string, or even a stick leaned against something, is concealed or arranged in such a way as to appear innocuous. The nearby explosive device (or alarm, noisemaker, sensor, or flare) is set off when the tripwire is pulled, usually by stepping into it or moving the object it is tied to. Grenades are perhaps the easiest and most available explosives for such traps, although anti-personnel mines and similar devices (such as mortar shells and light bombs) are also common. Explosive tripwire traps require a Demolitions Task before the Traps Task is made if special preparation is required.

Shell Shock and Combat Fatigue

“Shell Shock,” in realistic, technical terms, refers to a group of adverse psychological reactions more properly called “Combat Stress Reaction,” or CSR. These conditions are closely related to the psychological disorder called *Post-Traumatic Stress Disorder* (PTSD.) PTSD arises from exposure to any sort of horrific, traumatic event; victims continually re-live the moments of horror that traumatized them, often for decades. Those with this disorder suffer from auditory, visual, and sometimes even olfactory hallucinations.

The name, “Shell Shock” comes from the fact that this disorder originally occurred mostly in soldiers who had been on the front lines and experienced heavy explosive fire around them. Initially, doctors theorized that a momentary exposure to a vacuum created when a shell exploded caused the physical disorder, but they later learned that any sort of severe trauma may cause this disorder, which is entirely psychological in nature.

Real PTSD normally takes over a month to set in and occurs after removal from the source of trauma, in most cases, so it won't be detailed here. Instances and stories of soldiers going mad in the middle of combat, and ranting, raving, freezing up, or going feral are not true PTSD; rather, these incidents are more along the lines of stress-related psychotic breaks and are symptoms of CSR or Shell Shock.

For our purposes, we will use “Shell Shock” as a catchall term to refer to any sort of trauma- or combat-related mental disorders that arise from being in the midst of the Hell that is war. While CSR is the more correct term, “Shell Shock” remains the common parlance among the grunts.

In game terms, Shell Shock results from continued exposure to the horrors of the war and from a lack of proper rest and nutrition, and manifests as a series of increasing Mental Drawbacks, for which the character gains no points. Of necessity, the presentation here will be far sim-

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plified from real-world manifestations of CSR, but should suffice to add a bit of flavor and additional horror to the game.

Systems for Insanity

Some Chroniclers might find it too cumbersome or sanitary to track forms of stress, fatigue, or insanity in their games. If that's the case, ignore this section and feel free to adjudicate Shell Shock as you see fit.

In addition, Shell Shock is a very specific form of madness related to warfare. For those looking for a slightly different "flavor" of accumulated madness, see Madness (pg 326), which may be used to represent insanity by ignoring its Taint aspects.

Emotional Problems (Depression), or Paranoia Drawbacks decrease Fatigue Threshold by the total value of all of these Drawbacks possessed.

Example: PFC Joe Smith has a Willpower of 3 and a Constitution of 4. He also has Nerves of Steel, Cruel (with a value of 1), Emotional Problems (Depression), and Paranoid. Both Depression and Paranoid are 2-point Drawbacks. Joe determines his base Fatigue Threshold as above, by doubling the value of his Willpower and Constitution, giving him a value of 14 ($3+4=7$, $7 \times 2=14$.) This number then increases by 3 for his Nerves of Steel Quality, for a total of 17. Finally, Cruel (1), Paranoid and Depression (2 each) Drawbacks subtract their values (which total 5) from the Threshold, leaving Joe with a final Fatigue Threshold of 12. If Joe had three levels in Resistance (Shell Shock), his total would increase by 3 to become 15.

Players should add Fatigue Threshold somewhere on their character sheet.

Fatigue Threshold

Every character has a "Fatigue Threshold," representing his grip on reality and ability to remain rational in the face of overwhelming danger and horror, as well as his physical state of health. Exposure to traumatic situations and lack of proper rest and nutrition can increase a character's potential for developing mental disorders. This Fatigue Threshold is determined by adding the Cast Member's Willpower and Constitution together, and multiplying the result by two. The formula looks like this:

$$\text{(Willpower + Constitution)} \times 2$$

Fatigue Threshold is further modified by certain mental Qualities and Drawbacks. Cool Under Fire (pg 64) increases Fatigue Threshold by 1, and Nerves of Steel increases Fatigue Threshold by 3. Finally, a character may purchase levels in Resistance (Shell Shock); each level increases the character's Fatigue Threshold by 1.

Conversely, mental and emotional Drawbacks can decrease a character's base Fatigue Threshold. Characters with Cowardly, Cruel, Delusions (Phobia),

Shell Shock Points

As the game progresses, Cast Members will accumulate Shell Shock points. These points are accumulated in two ways. First, any time a Cast Member fails to get at least six hours' sleep in a 24-hour period he stands a chance of accumulating a Shell Shock point. For each consecutive 24-hour period in which the character fails to get enough sleep, make a Simple Willpower Test with a cumulative -1 penalty per consecutive day. A failed Test results in a Shell Shock point. Characters with the Recurring Nightmares Drawback must make a Test on any day in which they had nightmares. It gets worse; actually getting enough sleep when on the front lines is next to impossible. If a character is in the forward area of a heavy combat zone, such as trying to sleep in a foxhole while the area is being shelled, it takes a Simple Willpower Test just to get to sleep in the first place.

The second way a Cast Member accumulates Shell Shock Points is through failure of Fear Tests. Any time a character

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fails a Fear Test, he gains a Shell Shock Point. If the character fails the Fear Test by more than five, he gains a two instead of just one Shell Shock Point.

SHELL SHOCK/COMBAT MODIFIERS TABLE

If the Chronicler desires, the following modifiers may be used during Fear Tests regarding combat conditions. The situations associated with the modifiers should also give Chroniclers a good idea of the sort of battlefield events that can induce such a Fear Test.

First Time In Combat: -4

First Time Bombarded By Artillery: -6

Light Artillery Bombardment: There are very few artillery pieces involved or they are light in nature. -2

Heavy Artillery Bombardment: There are many artillery pieces involved or they are heavy in nature. -4

Slightly Outnumbered: The enemy outnumbered your forces roughly two to one. -1 to -2

Vastly Outnumbered: The enemy outnumbered your forces by four to one or more. -3 to -5

About to be Overrun: The enemy is about to overtake your forces' position, or is in the act of doing so. -2

Assaulting a Defended Position: You are attacking a defended position that is firing upon you. -1 to -2

Assaulting a Well/Heavily Defended Position: You are attacking a defended position that seems nigh impregnable and/or is raining a lot of fire upon you. -3 to -5

Facing a "Terror Weapon": This includes NBC weapons and flamethrowers. -2 to -4

Facing Superior Foe: You are fighting a superior foe, such as infantry against heavy armor, or armor against an assault helicopter. -1 to -4

Facing Inferior Foe: You are fighting an inferior foe, such as heavy ar-

mor against infantry, or an anti-ship fighter plane against an aircraft carrier. +1 to +4

As always, when a Fear Test is required is at the discretion of the Chronicler, but in wartime, Fear Tests should be fairly regular occurrences; the sheer brutality of war, combined with supernatural enemies, is a strain on the sanity and rationality of the vast majority of people.

It is also recommended that in war-centric games even characters with Nerves of Steel are required to make Fear Tests under battlefield conditions for the sake of Shell Shock determination, although they gain the standard +4 to their roll, as per the Quality.

Effects of Shell Shock

A Cast Member suffers no ill effects from Shell Shock until his Shell Shock Points exceed his Fatigue Threshold. At this point, he gains one Drawback from the list (Chronicler's choice to taste or to suit the circumstances, or determine randomly) of Basic Shell Shock Symptoms (see accompanying table.)

After this initial Drawback is obtained, the character is assumed to be developing Shell Shock. From this point on, every multiple of Willpower or Constitution (whichever is higher) above the Fatigue Threshold a character achieves in Shell Shock points results in a new Drawback. Once all the Drawbacks on the basic list are obtained, Chroniclers should look to the next list of more Advanced Shell Shock Symptoms (see accompanying table.) At this point, the character becomes a threat to both himself and his allies, as well as to the enemy, and should be removed from the front lines for treatment and/or medical discharge from the military. The exact in-game effects of such severe levels of Mental and Physical Drawbacks are left to the discretion of the Chronicler and players, who may even deem characters at this level unplayable.

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Fatigue Threshold and Shell Shock Symptoms

It is important to note that Drawbacks acquired through Shell Shock do not modify the character's base Fatigue Threshold; only those Drawbacks possessed before entering the war zone modify this rating, which is a measure of the character's rationality and fortitude before going into war. Furthermore, such Drawbacks do not provide the character with points to spend elsewhere.

Basic Shell Shock Symptoms

- Addiction (Levels 1 and 2) (the character turns to drugs or alcohol to deal with his problems)
- Cowardly (Level 1)
- Cruel (Level 1)
- Emotional Problems (Depression)
- Fatigue-Prone
- Humorless
- Recurring Nightmares
- Slow Reaction Time
- Unfocused

Advanced Shell Shock Symptoms

- Addiction (Higher Levels)
- Cowardly (Levels 2 and 3)
- Cruel (Higher Levels)
- Delusions (Phobia)
- Emotional Problems (Shell Shocked)
- Obsession
- Paranoid
- Reckless

Example: PFC Smith and his Fatigue Threshold of 12 have been through hell a bit too long. When his Shell

Shock Points reach 13, he develops a new Drawback from the list of Basic Shell Shock Symptoms. He already has Emotional Problems (Depression), so the Chronicler settles on Recurring Nightmares. PFC Smith is now developing Shell Shock. Looking at his attributes, Smith has Willpower 3 and Constitution 4. Constitution, the higher of the two, becomes the bar for further Drawbacks. From here on out, for every four Shell Shock Points Smith accumulates, he gains a new Drawback from his increasing level of instability.

Recovery

For every week a Cast Member spends away from the front lines and under the care of a doctor or psychologist, he may make a Simple Willpower Test; success indicates the removal of one Shell Shock Point. The character retains any Drawbacks previously acquired through Shell Shock (though at the Chronicler's option, he may buy off these Drawbacks, as normal), but his Fatigue Threshold is now raised to the level of his previous Shell Shock Points.

Example: The brass gets PFC Smith off the front lines for a few weeks' R&R. In that time, he manages to lose three points of Shell Shock. He retains his Recurring Nightmares, but his Fatigue Threshold is now raised to 13 (the level his Shell Shock points had reached before he was removed from the lines.)

Squad Tactics

Soldiers that have worked together for at least a month and who also possess the Squadmate Quality may employ the following tactics in the field. Each tactic has a Manpower value, indicating the minimum qualified people needed to participate for the tactic to work. The Chronicler may optionally allow the cast to attempt these maneuvers without the Squadmate Quality, but doing so requires a Difficult Willpower Test, applying a penalty equal to the number of people attempting to participate.

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CLOSED PERIMETER

Manpower: 4+ (increase using judgment for large areas.) When sealing off and forming a perimeter around their position—be it a camp in the woods, ruined house, etc.—squadmates seem to know what is going on within that enclosure. Consider squadmates in the perimeter to have the Situational Awareness Quality, so long as at least half the squadmates are awake and maintaining security, having studied the area beforehand. Characters already possessing the Situational Awareness Quality increase their bonus from +2 to +4.

NON-VERBAL COMMUNICATIONS

Manpower: 2+. All soldiers can communicate very basic non-verbal messages, but squadmates can articulate more complex information. Squadmates can communicate non-verbally at half their actual Language level (rounded down); native tongues are normally considered level 6. A Language Task is required with each message, which likely takes a bit longer than the spoken word. Chroniclers should still limit such conversations by the restrictions of what such hand signals are prepared to communicate.

COORDINATED FIRE

Manpower: 2+. One or more soldiers use their weapon fire as guiding points for a chosen, primary attacker rather than with the intent to cause harm themselves. The primary attacker chooses between gaining a +1 bonus to his Strike Task or a +1 bonus to the Damage Multiplier for each squadmate providing such coordinated firing, in any desired combination. To coordinate their fire in this fashion, each secondary attacker must make a Strike Task at -4; failure means the primary attacker gains no bonus from that particular secondary attacker, whereas success means their attack hits but is reduced to half its normal damage rounded down to a minimum of 1 point, prior to accounting for factors like the target's AV or BV.

COVERING FIRE

Manpower: 2+ One or more squadmates may take an enemy's attention off a squadmate currently under attack by providing covering fire. Each squadmate performing this Squad Tactic imposes a -2 to the enemy's



Strike Task, unless that enemy makes a Difficult Willpower Test with a -1 penalty per person using covering fire against him. A maximum of five squadmates may simultaneously contribute to covering fire against the same target—beyond that there is no discernable effect. The covering fire itself can still hit the target, but the Strike Task is -2 and only causes half normal damage, rounded down to a minimum of 1 point, prior to accounting for factors like the target's AV or BV.

SECOND NATURE

Manpower: 2+. The soldiers know each other so well they can change their declared Intentions (*Armageddon*, pg 126) after one of their squadmates has acted by making a Difficult Willpower Test.

SPOTTER

Manpower: 2+. One soldier with a clear line of sight to the target can spot for a squadmate, the shooter, as an aiming roll (see the Guns skill.) This works the same as if the shooter had performed the aiming roll himself, except he does not lose the initiative, as normal. Both spotter and shooter must be in close proximity to share an understanding of the other's line of sight and to communicate, and the shooter cannot make an aiming action of his own to increase the bonus. Spotting is a common tactic of sniper teams.

SECTIONED SEARCH

Manpower: 2+. Each man focuses on a particular field of vision, trusting their squadmates to cover the rest for them. The squad can only move at one-third their normal speed while doing so, however. This grants a +3 bonus to Perception Tasks or Tests if watching a 90-degree (or less) field of vision, but conversely imposes a -3 penalty to such Tasks and Tests with regards to sections not being focused upon by that person. Focusing on a section between 90- and 180-degrees reduces the bonus and penalty to +1 and -1, respectively.

Martial Arts

Every style of martial arts is unique. Each has its own special Combat Moves, advantages, weaknesses, and appeal. Some are available to anyone willing to spend the time and effort to learn them, while others, such as Spec Ops, are (logically) restricted to members of certain groups.

A character with the Martial Arts skill can choose to specialize in a particular style, but does not have to; he may prefer to dabble in one or more styles, in which case, the character must take the Martial Arts skill separately for each chosen style (see *Martial Arts Styles*, pg 141.) Additionally, the known Martial Arts styles limit the Combat Moves—special maneuvers that have their own advantages and disadvantages—the character has access to, so players should familiarize themselves with the Combat Moves available in each style before choosing the Martial Arts skill.

Martial Arts Damage Note: Only add the Martial Arts skill's levels as a damage bonus to hand-to-hand attacks, not to any moves utilizing weapons, unless otherwise noted.

Combat Moves

A Combat Move ranges from a simple punch and kick to special martial arts tricks like crescent kicks and arm locks, each of which has certain modifiers and effects that apply to it. Putting an arm lock on somebody has different effects (and is more difficult) than punching him in the gut, for example. Described in the *Combat Moves Lists* are several maneuvers often used in movies, fiction, and in real life. The Chronicler should refer to the special modifiers and effects when necessary. As usual, it is better to make a quick ruling rather than let the action bog down while you flip through a book.

Players who want their characters to use Combat Moves should list them on their character sheet. To expedite game play, players may wish to jot down the special features and accompanying skill level of each Move, also.

Chapter 4

Learning Combat Moves

When a character learns a Martial Arts style, he automatically acquires the Basic Moves taught to all students of that style. Additionally, he slowly develops more complex and effective Special Moves as he increases his overall skills. Each Martial Arts style has a list of Basic and Special Moves. Moves from other Martial Arts styles cannot be acquired unless the character also has at least one skill level in that Martial Arts style (requiring Martial Arts be purchased separately for the latter.) For example, a character could have both the Karate and Judo Martial Arts styles. He could acquire Moves from either style, but could not use Moves particular to the Boxing style.

Basic Martial Arts Moves have a skill level equal to the character's Martial Arts style skill. The Basic Moves listed for each style are "free Moves," meaning they are automatically learned with the style, and they rise when that style's Martial Arts' skill level is increased. Additionally, every level in Martial Arts style confers three "Combat Move points" with which to purchase that style's Special Moves. Each Special Move costs 1 point per skill level until level five, and three points per level thereafter. No Special Move skill level can exceed the basic Martial Arts style skill level.

For example, if a character has Martial Arts (Karate) at level 5, none of his Special Moves can exceed level 5. When a character improves the Martial Arts style skill through experience, the Basic Moves automatically go up. The rest may then be raised using the new Combat Move points provided with each new Martial Arts level, or by spending other points earned during play as per a skill (again, with the limit that they may not be raised above the basic Martial Arts style skill level.) Special Moves can never be improved more than one level at a time, but Special Moves not acquired before character creation can

be purchased if the character tried to use them during the game (reflecting teachings that the character had not practiced fully, but which he is developing.)



Untrained Combat Moves

Someone may attempt a combat move they do not know, but doing so effectively reduces the character's Strength by 1 for damage purposes, and all Tasks or Tests suffer a -2 to -4 penalty (double the penalty or totally disallow if the character has no Martial Arts levels), depending on how alien the move is to the character's style.

Combat Moves List

Aggressive Block: *Damage:* D4(2) x (Strength - 2.) The defensive action requires a Dexterity and Aggressive Block Task at -2 because the defender has opted for force over precision during

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the Move, but success means the Move defends against both the attack and the damage caused. A failed aggressive block means the attack succeeded and caused damage as normal.

Arm Lock: *Damage:* Strength. The character must have successfully parried an attack or performed a Grab Move upon the target before Arm Lock may be applied. Once the Arm Lock is successful, the attacker can inflict damage once each Turn until the lock is broken. Breaking free requires a Difficult Strength Test against the attacker's Arm Lock and Strength, or a Resisted Task between the opponents' Martial Arts and Strength levels.

Back Kick: *Damage:* D4(2) x Strength. This Move allows the character to attack targets behind him without turning around. On a failed Dexterity and Back Kick Task, the character must succeed at a second Dexterity and Martial Arts Task, or he becomes off-balance (-2 to all combat actions for the next Turn.) On the roll of a 1, the character must pass a Dexterity and Martial Arts Task, or he falls down (-4 penalty to most combat actions until he spends an attack action to get up—defense actions may still be used that Turn but incur the -4 penalty.)

Breakfall: *Damage:* None. Each Success Level in a Dexterity and Breakfall Task reduces the damage multiplier from falls by one level. This prevents or reduces damage from most Judo Throws and Trips.

Break Free: *Damage:* None. Breaking free from some kind of hold (Arm Lock, Choke, Grab, etc.) requires a Resisted Task between the attacker's and defender's Difficult Strength Tests. A Strength and Break Free Task may be used in place of either roll.

Break Neck: *Damage:* [D(4) x Strength] x 2. When a secure hold is maintained upon the head or neck, the attacker may attempt to break the neck by making a Resisted Strength and Break Neck Task versus the defender's Strength and Constitution Task. If the attacker's roll is higher, the victim suffers damage. If the total damage reduces the target to -10 or lower Life Points, he must pass a Survival Test with a penalty

equal to the attacker's Break Neck Task's Success Levels. Failing the Survival Test means the target's neck has been fatally broken. Do not adjust damage for striking the neck, as this has already been taken into account by this neck-specific Combat Move.

Choke: *Damage:* Strength - 1. Before this maneuver can be attempted, the character must succeed at a Grab. After that, the attacker's Strength and Choke Task is resisted by the target's Strength and Constitution Test. If the attacker's result is higher, the target receives the damage listed. Furthermore, his breathing is restricted. The defender is -2 on all actions while being choked. If the defender wins the Resisted Test, no damage is taken.

Counterpunch: *Damage:* D4(2) x Strength. A quick follow-up punch to a successful parry. Each Success Level in the defense Task adds +1 to the Counterpunch attack roll immediately following.

Counterthrow: *Damage:* D4(2); *Requirement:* Judo Throw. If an attacker has just attempted a throw against the character and failed, the latter may attempt to use the attacker's momentum against him to toss him instead. The defender makes a Dexterity and Counterthrow Task to see if the Counterthrow succeeds. If successful, add the roll's Success Levels to a Dexterity and Judo Throw Task to see if the would-be attacker is thrown. Both Tasks combined count as a defensive action.

Crescent Kick: *Damage:* D6(3) x Strength. A powerful circular kick. This attack suffers from the same unbalancing risk as the Back Kick Move.

Disarm: *Damage:* None. The Dexterity and Disarm Task is resisted by the target's Dexterity and Weapon Skill. If the attacker wins, the weapon is dropped or tossed away.

Elbow: *Damage:* D4(2) x (Strength - 1.)

Eye Gouge: *Damage:* D4(2) x (Strength - 1.) On a successful Strike Task at -4, the attacker strikes the target's eye. Thereafter, the target suffers a -3 penalty to sight-based Perception Tests Tasks and Strike Tasks for as many Turns as triple the damage suffered.

Flip: *Damage:* None. When prone, the character may attempt a Dexterity and Flip Task to get up without using an action. If successful, the character may act normally that Turn (performing both an attack and defense action.) Failure uses a defense action, and the character remains on the ground.

Grab: *Damage:* None. Much more than a quick clutch or tenuous grasp, a Dexterity and Grab Task secures a limb or the torso in a solid hold. A successful Grab allows the attacker to employ one additional Combat Move in the same Turn without incurring a multiple action penalty for that Move. A Grab may also follow a parry or dodge defense action with no multiple action penalty to either maneuver.

Haymaker: *Damage:* $D6(3) \times (\text{Strength} + 2)$. The haymaker is perhaps the most devastating fist attack one can make. In this Combat Move, the attacker puts the full weight of his body behind the punch, focusing on power rather than precision. Attacking requires a Haymaker Task with a -2 penalty to the Strike Task, and it is the only action the attacker may take that Turn. Failure places the attacker off-balance, granting a $+2$ modifier to anyone attacking him that Turn with a melee weapon or in hand-to-hand combat.

Head Butt: *Damage:* $D4(2) \times \text{Strength}$. On a failed Dexterity and Head Butt Task, the attacker takes the damage. If wearing a helmet or the like, add half its EV as a damage bonus.

Jab: *Damage:* $D4(2) \times (\text{Strength} - 1)$. A light, fast punch that can be used twice in a Turn without incurring extra action penalties (see *Armageddon*.)

Judo Throw: *Damage:* $D4(2)$. A successful Dexterity and Judo Throw Task knocks the target down, imposing a -4 penalty to most combat actions until he spends an attack action to get up (defense actions may still be used that Turn, but they incur the -4 penalty.)

Jump Kick: *Damage:* $D6(3) \times (\text{Strength} + 2)$. On a failed Dexterity and Jump Kick Task, the character must pass a Difficult Dexterity Test or fall down, suffering $D4(2)$ points of damage, and incurring a -4 penalty to most combat actions until

he spends an attack action to get up (defense actions may still be used that Turn, but they incur the -4 penalty.)

Kick: *Damage:* $D4(2) \times (\text{Strength} + 1)$. This attack suffers the same unbalancing risk as the Back Kick Move.

Knee: *Damage:* $D4(2) \times (\text{Strength} - 1)$. Although commonly aimed at the target's vulnerable area, this attack can be combined with other Moves to strike other areas. It doesn't really do a lot of damage, but if hit in the vitals the target needs to pass a Difficult Constitution Test or be stunned and lose his next action.

Pull Attack: *Damage:* Variable fraction of chosen attack Move. The character can choose to reduce the damage caused by an attack Move, but at a cost to the Strike Task. Causing three-quarters normal damage imposes a -1 penalty to the Strike Task, half damage is at -2 , and one-quarter damage suffers a -4 penalty. Choose the amount to reduce the damage by before rolling the Strike Task. If successful, roll damage normally and reduce the damage appropriately before accounting for AV.

Punch: *Damage:* $D4(2) \times \text{Strength}$.

Roll with Blow: *Damage:* None. This Move is used whenever the character has been successfully hit in hand-to-hand or melee combat. It is tested immediately after a blow lands but before damage is calculated. Each Success Level in a Dexterity and Roll with Blow Task reduces the damage multiplier of the attack by 1 (if the multiplier is reduced to 0, no damage is inflicted.) Whether successful or not, using this Combat Move sacrifices the combatant's next attack move.

Roundhouse: *Damage:* $D6(3) \times \text{Strength}$.

Shove: *Damage:* None. This Move uses Strength and Shove in a Resisted Task against the target's Strength and Dexterity or Strength and Martial Arts skill. If the attacker wins, the target is pushed back one yard (meter) per Success Level, and must pass a Simple Dexterity Test minus the Success Level of the Shove, or fall down. Downed characters suffer a -4 penalty to most combat actions until they

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spend an attack action to get up (defense actions may still be used that Turn, but they incur the -4 penalty.)

Showboat: *Damage:* As the chosen attack move. The character makes a showy display during close combat to awe his opponent. By accepting a penalty to his Brawling, Martial Arts, or Hand Weapon Strike Task of an amount determined by the character (to a maximum of the character's Showboat level), he adds the same amount to a simultaneous Intimidation Task against his opponent(s.) This Intimidation Task does not require an action, but automatically fails if the Strike Task fails. For example, a character with Showboat 3 can accept a penalty of -1 to -3, as he desires, to gain a coinciding +1 to +3 Intimidation bonus.

Spin Kick: *Damage:* $D4(2) \times (\text{Strength} + 2)$. Other than the increased damage, this move is the same as the Kick Move, and suffers the same unbalancing risk.

Stabbing Hand: *Damage:* $D4(2) \times (\text{Strength} + 1)$.

Sucker Punch: *Damage:* $D4(2) \times \text{Strength}$. If the attacker wins a Resisted Task of Sucker Punch and Intelligence against a Simple Perception Test, the target cannot defend against the punch.

Trip: *Damage:* $D6(3)$. When the attacker succeeds with a Dexterity and Trip Task, the target is knocked down, imposing a -4 penalty to most combat actions until he spends an attack action to get up (defense actions may still be used that Turn, but they incur the -4 penalty.)

Weapon Strike (Type): *Damage:* Variable. This move increases damage caused with the appropriate hand weapon by utilizing style and momentum for optimum effect. Using this move requires a Hand Weapon (Type) and Dexterity Task, gaining a damage bonus equal to the Combat Move's levels. Unlike most martial arts moves, Weapon Strike does not apply the character's levels with the Martial Arts skill as a damage bonus, using the Combat Move's levels instead.

Each Type of hand weapon requires purchasing a new version of this move.

Martial Arts Style Descriptions

Following is a brief list of styles. Chroniclers are encouraged to add more.

Boxing: Professional boxing is an effective combat system, despite its reliance on punches and lack of kick training. A good boxer can be a dangerous opponent.

Basic Moves: Punch, Roundhouse.

Special Moves: Counterpunch, Haymaker, Jab, Pull Attack, Roll With Blow, Showboat, Sucker Punch.

Judo: This is a "soft" combat style in which the enemy's own strength is turned against him. Besides Judo, other "soft" styles include Aikido and Tai-Chi. Judo students are first taught throws and falling techniques; they then move on to locks, trips, and other maneuvers.

Basic Moves: Breakfall, Grab, Judo Throw.

Special Moves: Arm Lock, Counterthrow, Flip, Disarm, Roll with Blow, Shove, Showboat, Trip.

Karate: This style concentrates on hard attack and defense moves—punches and kicks—with the goal being to batter down the enemy. Karate is a good, solid style with a variety of Moves. "Karate" is a simple amalgamation of various karate styles. (Chroniclers are free to flesh out these individual styles should they desire greater diversity and stylistic realism.)

Basic Moves: Punch, Kick, and one Special Move of choice from the list below to represent their school's specialty.

Special Moves: Back Kick, Counterpunch, Crescent Kick, Jump Kick, Showboat, Spin Kick, Stabbing Hand, Weapon Strike (Type varies with style.)

Kickboxing: Popularized as a good athletic routine and self-defense art, true kickboxing is a devastating style that seeks to cause as much pain as possible by raining damage against limbs and vital points.

Basic Moves: Punch, Kick, Knee.

Special Moves: Aggressive Block, Elbow, Roundhouse, Showboat, Spin Kick.

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Krav Maga: An Israeli, non-competitive martial arts and self-defense style adopted by their military and police, krav maga is designed to cause the most harm in the least amount of time.

Basic Moves: Punch, Kick, Elbow.

Special Moves: Arm Lock, Choke, Disarm, Grab, Haymaker, Knee, Judo Throw, Roundhouse.

Sambo: Russia's elite Special Purpose Forces utilizes this lethal wrestling form that is as infamous for its dirtiness as it is for its effectiveness. Since the rise of the Church of Revelations, several Spetsnaz soldiers fleeing or forced from their homeland have since joined SOTF-COM and taught it to their new comrades.

Basic Moves: Punch, Kick, Arm Lock.

Special Moves: Breakfall, Disarm, Eye Gouge, Judo Throw, Showboat, Trip, Weapon Strike (Knife.)

SpecOps: Taught to Special Forces units the world over, this catchall "style" is special in that it is not a Martial Arts style at all. Rather, it is an amalgamation of maneuvers taken from several other styles, including Judo, Boxing, and Karate. This offers the distinct advantage of allowing the student to learn the basics and just about any dirty trick their instructors have picked up along the way. The emphasis is on defense, causing damage quickly, and gaining the upper hand whenever possible.

Requirement: The Special Operations MOS or Special Operations Engineer MOS.

Basic Moves: Punch, Kick, Judo Throw.

Special Moves: Any.

Streetfighting: This is a catchall form of advanced fighting knowledge and experience gained from the streets rather than through formalized training.

Basic Moves: Aggressive Block, Punch, Kick.

Special Moves: Choke, Grab, Elbow, Eye Gouge, Head Butt, Knee, Sucker Punch.

Poisonous and Toxic Weapons

Although the Americans and British have not yet resorted to chemical or biological weapons, the AoR often replaces common tank and artillery shells, and bombs and missiles with those containing these dangerous agents. With such weapons, consider the toxin to spread over the weapon's maximum explosive radius, meaning a +1 bonus is applied to any Resistance Task or Test within the General Effect range, and is +3 at Maximum Effect range.

Biological Agents

The weapon is a disease designed for aerial infection. (See pg 143 and *Armageddon* pg 136 for information on Diseases.)

Chlorine Gas

A Strength 4 yellow-green cloud, chlorine gas attacks the respiratory system, causing extreme chest pains, a burning throat, and severe trouble breathing (reduce Endurance to one-tenth normal for the duration) for at least D6 x 2(6) hours, and stinging eyes (-4 to all sight-related Tasks and Tests) for D10 x 2(10) minutes. If a victim of inhalation does not achieve at least 3 Success Levels on the gas' Simple Strength Test against the victim's Simple Constitution Test, his lungs are severely damaged, causing a permanent loss of D4(2) Constitution levels. If this reduces the victim's Con to 0 or less, he dies. A cloth soaked in urine or ammonia placed over the mouth during inhalation grants a +2 Constitution bonus to resist the gas' effects.

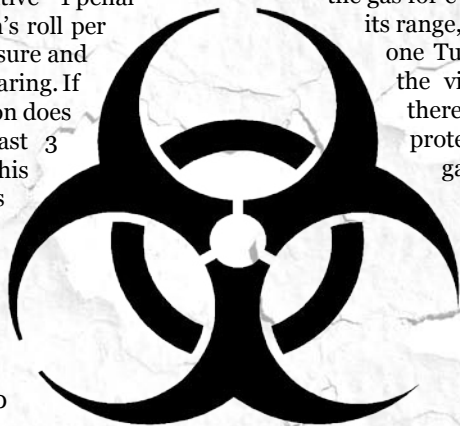
Mustard Gas

This Strength 6 corrosive, oily poison is turned into an airborne, dense yellowish-brown gas that smells like mustard or horseradish and creeps across the ground, plunging into fox-

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holes and trenches. It causes skin blistering for D6 x 2(6) damage per hour for D10(5) hours, irritates the eyes (-4 to all sight-related Tasks and Tests) for D10 x 2(10) minutes, and strips the mucous membranes from the bronchial tubes if inhaled. This lead to shortness of breath (reduce Endurance to one-fifth normal for the duration) for D4(2) hours, along with vomiting and internal and external bleeding. Washing the skin with water does not remove mustard gas, actually doubling any skin damage caused by the gas. Mustard gas lingers in the soil for D4(2) weeks.

Symptoms do not appear for D10(5) hours following exposure, at which point the victim makes a Simple Constitution Test against the gas' Simple Strength Test, with a cumulative -1 penalty applied to victim's roll per hour between exposure and the symptoms appearing. If a victim of inhalation does not achieve at least 3 Success Levels on this Resistance Test, his lungs are severely damaged, causing a permanent loss of D6(3) Constitution levels. If this reduces the victim's Con to 0 or less, he dies.



Sarin Gas

Sarin gas is a colorless, odorless, tasteless Strength 5 poison, the density of which causes it to creep along the ground and linger for weeks or even months. Skin contact or inhalation is usually fatal, requiring a Resisted Test of the gas' Simple Strength Test versus the victim's Simple Constitution Test, with a cumulative -4 penalty per Turn of exposure to avoid dying. Those who survive must make a Difficult Constitution Test against the gas' Simple Strength Test. Success indicates the victim is lucky and recovers after D4 x 2(4) weeks of nausea, drowsiness, and respiratory problems (reduce Str, Dex, and Con by half for the duration.) Failure results in nerve and

respiratory damage, causing a permanent loss of D4(2) -1 points of Dex, Str, and Con (roll separately; if the roll is 0 or lower, no loss is suffered.) If an Attribute is reduced to 0 or less, the character dies after weeks of suffering.

Tear Gas

Intended to temporarily disable rather than kill, this Strength 5 gas is primarily used for crowd control and dispersal. Anyone caught within the gas must make a Simple Constitution Test against the gas' Simple Strength Test or be incapacitated with nausea while within. Those who succeed must continue to make Tests until they clear the cloud. Those failing the Test suffer the effects of the gas for every Turn they are in its range, plus 6 Turns, minus one Turn for each point of the victim's Constitution, thereafter. A gas mask protects against tear gas, and a wet cloth held over the eyes, nose, and mouth gives the victim a +2 bonus to the Constitution Test.

Disease and Infections

Disease is always a danger when traveling in foreign lands, especially under battlefield conditions where medical supplies may be limited and proximity to corpses may increase the risk of infection. Soldiers are at risk of contracting one of the following diseases. Also, bear in mind that the Army of Revelations has no compunctions against using biological weapons.

Anthrax

Humans are most likely to contract this disease by inhaling the spores from infected animals or soil, by touching the same (person to per-

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son contact is unlikely to spread it—reduce Strength to 1), or by eating undercooked, infected meat.

The disease's Strength is 3 (or 4 if contracted through the skin), resulting in a rash after several days that then becomes vesicles and ulcers. The victim suffers D6 x 3(9) Life Point and Endurance damage per day until dead or treated. Airborne anthrax is Strength 5 to 8, and it is almost always terminal, causing D6 x 3(9) Life Point and Endurance damage every D4(2) hours until dead or treated (–6 penalty to all Medicine Tasks to treat) due to shock and respiratory failure. If contracted through ingested meat, anthrax is Strength 4 or 5, and causes D6(3) Life Point and Endurance damage every D4(2) hours until dead or treated (–3 penalty to all Medicine Tasks to treat.)

Cholera

An often-Mild Severity infection of the intestines without symptoms, severe cases suffer the Moderate Severity effects of profuse diarrhea, vomiting and muscle cramping in their lower body (–4 to all Tasks and –D4 x 2(4) Endurance every 10 minutes), which can lead to shock in a few hours due to massive dehydration.

Ingesting contaminated food and water is the usual cause—thoroughly cook food and boil or treat water to prevent contamination. If left untreated and fluids are not replaced, the victim loses 1 Constitution per hour, with death occurring at 0. A day of rest and plenty of clean fluids are required to regain each lost point.

Gangrene

Gangrene is the result of tissue death due to infection or loss of blood to that part of the body, typically through wounds or bandaging that is far too tight. Symptoms include loss of feeling, pain, discoloration, and foul-smelling fluid leakage and discharges. With a Strength of 3 to 6, gangrenous tissue inflicts D6 x 2(6) damage per D4(2) hours as the moderate infection spreads. Make another Resisted Test

every time damage is suffered from the disease—failure means the infection's Severity has become Serious: damage is now D8 x 2(8), and the victim loses 1 point of Constitution.

If the victim's Constitution drops below half normal, the Severity is now Terminal, and that part of the body is useless—it must be amputated to prevent spreading to other body parts (make a Resisted Test to prevent spreading), or loss of life should Life Points or Constitution reach 0.

Jungle Rot

A fungus-related skin ailment brought on by tropical conditions, jungle rot usually attacks the feet first, and then spreads to other areas (usually chest, arms, and fingers.) It has a Strength 3, but this can be increased to 4 or even 5 if the victim does not keep any scratches or wounds clean, and it has a Mild Severity. Itching and irritation imposes a –2 penalty to all Tasks. Treatment involves antibiotics, ointments, and proper hygiene.

Malaria

Caused by a mosquito-carried parasite common to Central and South America, Africa, India, the Middle East, and Southeast Asia (among others), malaria enters the liver and begins to multiply. After an incubation period of D10 x 5(25) days, the parasites enter red blood cells and begin to destroy them, during which time the person suffers from the parasites' toxins and falls ill (Mild Severity.) The person's blood can now pass the parasite on to others if mosquitoes bite him. The fever, nausea, vomiting, headaches, exhaustion, jaundice, etc., impose a –D4(2) penalty to all Tasks, and they reduce the victim's Endurance by half.

Malaria has 3 Strength and is treatable with prescription drugs, allowing a monthly Resisted Test. If successful, the treatment should continue for D10 x 3(15) days, or a relapse may occur; make another Resisted Test if taken off the medication prematurely. If untreated, a similar Resisted Test must succeed ev-

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ery month, or the patient's Constitution decreases by 1 and the disease's Severity rises to Serious. If Constitution reaches 0 or less, the character succumbs to a coma, requiring serious medical attention, and must succeed at another Test, or the patient dies.

Anti-malaria medication, a common item among troops fighting in high-risk regions, grants a +4 modifier to the Resisted Test to first contract the disease.

Plague

Initially spread by bacteria-infested fleas, this Strength D4 + 2(4) disease can be made airborne by an infected person's coughing or similar exposure. Swollen lymph glands, headaches, fever, exhaustion, and a heavy cough are all symptoms, although D6 + 1(4) days typically pass before these symptoms appear. The plague attacks the lungs and bloodstream with Terminal Severity: the victim suffers D10 x 10(50) Endurance and D10 + 10(15) Life Points damage daily, unless the victim seeks immediate, thorough medical treatment.

Trench Foot

Damp and dirty conditions, along with cold exposure to the feet for long periods of time, cause this fungal infection, also called immersion foot. With a Strength of 2 (3 or 4, if the water is especially dirty or full of dangerous microbes), trench foot is best treated through prevention: wearing clean socks and using hygienic foot powder. Trench foot reduces the infected person's Speed by one-tenth, and each week he must make another Resisted Test against the infection's Strength. Failure means this Speed reduction increases by another one-tenth and the disease's Strength increases by 1. If the Speed reduction ever reaches half normal, gangrene sets in, likely requiring the amputation of a toe or two (at least.) At seven-tenths or more, the entire foot must be removed.

The Environment

The environment includes terrain, weather, temperature, and other factors that can play an important role in a game where the Cast must remain outdoors for extended periods. The conditions of a scorching desert or blinding snowfield can kill the unprepared just as easily as an enemy's gun, not to mention a high wind's ability to knock an artillery strike off course, or a heavy rain's knack for grounding air support. However, just as the environment can be an obstacle to an operation, so too can it be an ally to a cunning tactician.

How to Use This Material

These detailed rules can overly complicate a game if used too often or for every possible instance of their application. Rather than keep track of every piece of relevant information, Chroniclers should let common sense guide them, meaning they should assume the characters behave appropriately with respect to the terrain around them (when preparation, equipment, and all other factors allow, of course.) Therefore, Chroniclers should only apply the rules when they make the most sense to the game's pace and atmosphere, or when environmental conditions have an obviously important role to play.

Extreme Temperatures

The environment's temperature can have radical effects on living creatures, causing anything from simple annoyance and exhaustion to bodily harm and even death. The effects vary and can be modified by any number of factors, including air temperature, wind speed, and avail-

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All Temperatures throughout are Fahrenheit. To convert to Celsius use $^{\circ}\text{C} = (^{\circ}\text{F} - 32) \div 1.8$.

Temperature Benchmarks

Body Temperature = 96°F

Water's Freezing Point = 32°F

Water's Boiling Point = 212°F

Gasoline's Freezing Point = -97°F

able clothing. To calculate a character's personal temperature, determine the temperature of their environment and adjust it accordingly.

The Personal Temperature Modifiers table outlines some common factors that adjust personal temperature from that of the surrounding environment.

Personal Temperature Modifiers

CLOTHING/ACTIVITY	PERSONAL TEMPERATURE CHANGE*
Cloth Armor	+15°
Leather Jacket	+5°
Leather Armor	+10°
Chain Mail	+12°
Plate and Mail	+20°
Plate Armor	+25°
Leather Helmet	+5°
Metal Helmet	+2°
Class I Armor	+5°
Class IIa, II, IIIa, and III Armor	+10°
Class IV Armor	+15°
US Combat Armor	+20°
AoR Battle Dress	+25°
Extreme Cold Weather Gear**	+45°
Cold Weather Gear	+25°
Typical Casual Wear	+10°
Hot Weather Gear**	-10°
Impromptu Cold Weather Shelter	+D6 x 3(9)°
Quality Cold Weather Shelter	+D10 x 4(20)°
Impromptu Heat Shelter	-D10(5)°
Quality Heat Shelter	-D8 x 4(12)°
Light Activity @	+5°
Moderate Activity #	+15°
Strenuous Activity &	+25°

* Double all positive values in temperatures above 70°

** Gain a +2 modifier to Tests and Tasks concerning extreme temperatures the gear is designed to protect against, but apply a -4 penalty against the effects of the opposite temperature extreme

@ Very mundane and slow-paced activities, such as walking. At least a minute of such activity is required for the temperature change to take effect.

A good workout, although one that may be kept up at a maintainable pace. At least a minute of such activity is required for the temperature change to take effect.

& A very taxing workout, such as sprinting at top speed. At least a minute of such activity is required for the temperature change to take effect.

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The Durability Test

A **Durability Test (Constitution and Willpower)** is used to resist the effects of extreme environments. Although it is much like a Survival Test, the term “Durability Test” is used to discriminate between modifiers that affect one condition but not the other.

THE SURVIVAL SKILL & SHELTER

A character can create a quick, impromptu shelter against the environment's conditions with the appropriate

Survival Task. Spending more time and care, while suffering a -3 to -5 penalty to the Task, allows for a better shelter.

ATTRIBUTE TESTS/TASKS AND TEMPERATURE

Whenever exposed to a temperature that indicates an Attribute-related penalty (see the Effects of Temperature table), make a Durability Test with a penalty equal to the highest Attribute-related modifier listed for the current temperature. **For example:** A Durability Test against -25° suffers a -2 penalty.

Success on this Test indicates no Attribute-related penalties are applied (or an existing penalty does not worsen), and another Test is not needed until the

Effects of Temperature

EFFECTIVE TEMPERATURE	ATTRIBUTE-RELATED TASK/TEST PENALTY				DAMAGE *
	STR	DEX	CON	WILL	
Per 10° lower	add -1	add -1	add -1	add -1	add D4(2) per Turn
-64 to -55	-3	-3	-3	-2	D8(4) per Turn
-54 to -45	-2	-3	-3	-2	D6(3) per Turn
-44 to -35	-2	-2	-2	-2	D4(2) per 30 seconds
-34 to -25	-2	-2	-2	-1	D4(2) per minute
-24 to -15	-1	-2	-1	-1	1 per minute
-14 to 0	-1	-1	-1	-1	1 per 5 minutes
1 to 15	-1	-1	-1	—	1 per 15 minutes
16 to 25	—	-1	—	—	1 per 30 minutes
26 to 35	—	—	—	—	—
36 to 45	—	—	—	—	—
46 to 55	—	—	—	—	—
56 to 65	—	—	—	—	1 per 30 minutes
66 to 75	—	—	-1	-1	1 per 15 minutes
76 to 85**	-1	—	-1	-1	1 per 5 minutes
86 to 95**	-1	-1	-2	-2	1 per minute
96 to 105**	-2	-2	-2	-2	D4(2) per minute
106 to 115**	-3	-3	-3	-2	D4(2) per 30 seconds
Per 10° higher**	add -1	add -1	add -1	add -1	add D4(2) per Turn

* The damage is initially Endurance loss. Once Endurance reaches zero in these conditions, the character suffers half the listed amount in Life Point damage. If this indicated less than 1 Life Point of damage is inflicted, 1 Point of damage is suffered per two instances of the listed duration's passing. For instance, in temperatures of 16 to 25 degrees 1 Life Point would be lost every hour once Endurance is all gone. This Endurance loss is added to normal loss due to exertion.

** May suffer from Heat Exhaustion

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duration indicated passes for Damage at that same temperature. For example, in the previous example, one minute would pass before another Durability Test is needed. A failed Durability Test means all Tasks and Tests related to that Attribute(s) suffers the listed (non-cumulative) penalty for the duration of the exposure.

TREATING TEMPERATURE-RELATED ATTRIBUTE PENALTIES

Attributed penalties due to temperature effects are temporary, barring extreme results such as unchecked frostbite. When the conditions leading to the penalty(s) are removed and the subject properly treated, the penalty(s) decreases at a rate of one point per D8 x 30(120) minutes. If any penalty is larger than the Attribute's levels (for example, a -3 Con penalty for a character with 2 levels of Con), the time triples for all Attribute penalties, until the Attribute becomes the higher of the two values.

Proper medical care can often expedite the healing process, requiring a First Aid (at -2) or Medicine Task. The time to recover a single point is halved if this healing Task results in at least as many Success Levels as points remaining to the Attribute's penalty(s.) Use the biggest Attribute penalty for this purpose if more than one such penalty exists.

LIFE POINT DAMAGE AND ENDURANCE LOSS DUE TO TEMPERATURE

To determine if damage is suffered due to temperature, a Durability Test is made, applying as a penalty the highest possible Attribute-related penalty for that temperature. Reduce the damage by the number of Success Levels rolled.

Being reduced to half or less of one's normal Life Points by the effects of temperature requires a Consciousness Test (Willpower and Constitution) every five minutes. Failure results in loss of consciousness and temperature-related Damage at twice the normal rate. Another Consciousness Test is made every minute thereafter to see if the character regains his senses, returning the Damage rate to normal.

The actual formula for determining wind chill is:

$$\text{Wind Chill} = 35.74 + 0.6215T + 35.75(V^{0.16}) + 0.4275T(V^{0.16})$$

Where: T = Air Temperature (°F) and V = Wind Velocity (mph)

Lucky for you, a chart is provided on the opposing page.

Wind Chill

Wind speed can alter an environment's effective temperature. To determine this effect's extent, known as wind chill, cross-reference the wind's velocity with the air temperature.

Additional Temperature Effects

Besides the previously mentioned detrimental influence on Attributes and the risk of suffering damage, there are a number of other effects that may result from exposure to extreme temperatures.

DEHYDRATION

Con penalties due to extreme heat worsen unless the dehydration victim replenishes lost salts and water at a controlled rate. Typically, a person must properly re-hydrate every 30 minutes (if not more often in the most extreme heat) in hot conditions or make a Simple Constitution Test. Failure means the character suffers a cumulative -1 penalty to Con-related Tasks and Tests.

Suffering a Con-related penalty due to heat equal to or greater than one-third of your Con results in **mild dehydration**, causing dry mouth and lips and extreme thirst. Activity costs an additional D4(2) Endurance.

Suffering a Con-related penalty due to heat equal to or greater than one-half of your Con results in **moderate dehydration**, meaning an unbearably dry mouth, sunken eyes, and a waxy, less

Wind Chill & Frostbite Onset

TEMPERATURE (°F) *

	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	-30	-35	-40	-45
0	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	-30	-35	-40	-45
5	36	31	25	19	13	7	1	-5	-11	-16	-22	-28	-34	-40	-46	-52	-57	-63
10	34	27	21	15	9	3	-4	-10	-16	-22	-28	-35	-41	-47	-53	-59	-66	-72
15	32	25	19	13	6	0	-7	-13	-19	-26	-32	-39	-45	-51	-58	-64	-71	-77
20	30	24	17	11	4	-2	-9	-15	-22	-29	-35	-42	-48	-55	-61	-68	-74	-81
25	29	23	16	9	3	-4	-11	-17	-24	-31	-37	-44	-51	-58	-64	-71	-78	-84
30	28	22	15	8	1	-5	-12	-19	-26	-33	-39	-46	-53	-60	-67	-73	-80	-87
35	28	21	14	7	0	-7	-14	-21	-27	-34	-41	-48	-55	-62	-69	-76	-82	-89
40	27	20	13	6	-1	-8	-15	-22	-29	-36	-43	-50	-57	-64	-71	-78	-84	-91
45	26	20	12	5	-2	-9	-16	-23	-30	-37	-44	51	-58	-65	-72	-79	-86	-93
50	26	19	12	4	-3	-10	-17	-24	-31	-38	-45	52	-60	-67	-74	-81	-88	-95
55	25	18	11	4	-3	-11	-18	-25	-32	-39	-46	-54	-61	-68	-75	-82	-89	-97
60	25	17	10	3	-4	-11	-19	-26	-33	-40	-48	-55	-62	-69	-76	-84	-91	-98

WIND VELOCITY (MPH)

* Lower the effective temperature by D4 x 2(4) to D8 x 2(8) degrees if wearing wet clothing or submerged in cold water, depending on the degree of exposure

FROSTBITE ONSET*

- 20 hours or more
- 45 to 30 minutes
- 20 to 10 minutes
- 5 minutes or less

COLOR



* Double times if the character possesses a regenerative ability.

resilient skin. Activity costs an additional D6(3) Endurance, and the dehydration victim suffers a -1 penalty to all actions.

Suffering a Con-related penalty due to heat equal to or greater than two-thirds or more of your Con results in **severe dehydration**, meaning the same symptoms as moderate dehydration, plus a weak and rapid pulse, rapid and raspy breathing, blue lips, vomiting, and possible diarrhea. Activity costs an additional D8(4) Endurance, and the dehydration victim suffers a -3 penalty to all actions.

Treating dehydration demands a proper mix of salt and water, and requires either an Intelligence and First Aid Task or Intelligence and Medicine Task (the latter at +5.) Apply a -2 penalty if moderately dehydrated or a -4 if severely dehydrated. Failure or improper treatment requires the victim to make a Durability Test at -2 for moderate and -4 for severe dehydration, or suffer D4(2) Life Point Damage per 30 minutes. After a failed re-hydration attempt, another should not be made for at least another 10 minutes, or an additional -4 penalty is imposed on the First Aid or Medicine Task, as well as the Durability Test following failure.

FROSTBITE

Prolonged exposure to cold can inflict cellular damage to tissue, causing it to become pale, waxy,



numb, and frozen. The onset of frostbite varies by the duration of exposure to cold (see the wind chill chart for details), or whenever a person's Life Points or Endurance fall to 5 or less specifically due to cold exposure. Frostbite applies a -D4(2) penalty to any Tasks or Tests related to that area of the body, along with any other effects the Chronicler feels appropriate (reduced speed, etc.)

A penalty equal to the temperature that had caused the frostbite divided by 10 (rounded down) is applied to all frostbite-related Constitution Tests, so if -50°F weather caused the frostbite, the Constitution Test penalty is -5.

Fighting frostbite requires immersion in water of a maintained temperature of 100°F or so. After 30 minutes, the character makes a Simple Constitution Test. Success means the frostbitten region remains red, inflamed, and in great pain, but the effects fade in D4 x 2(4) hours. Life Point damages heal normally. Failure means no progress was made, and another roll may be attempted 10 minutes later.

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A failure involving The Rule of 1 requires a Difficult Constitution Test after 30 minutes of treatment, or the penalty due to frostbite increases to $-D4 \times 2(4.)$ A successful outcome for The Rule of 1 Constitution Test indicates the body part remains treatable, starting the healing cycle anew. Failing the Rule of 1 Constitution Test indicates the damage is permanent, possibly requiring amputation to prevent further damage. In such cases, the frostbite penalty becomes permanent, or the Chronicler applies the Physical Disability Drawback—which ever proves more appropriate.



HEAT EXHAUSTION

The normal rate of Endurance loss from exertion in extreme heat is doubled.

HEAT STROKE

This accounts for much of the Damage and Task/Test penalties brought on by extreme heat.

HYPOTHERMIA

This accounts for most Damage and Task/Test penalties brought on by extreme cold.

Hazards & Weather

Aside from temperature, the environment can provide a vast array of dangers, including a number of natural hazards, obstacles, and extreme weather conditions.

Hazards & Attack Rolls

A Strike Task often simulates the chance of certain environmental hazards affecting characters. Such hazards have an “attack skill” that is added to D10, the result of which is then used to determine success, as normal. A successful “hit,” for instance, would mean the hazard happens (such as an avalanche starting, for instance) whereas failure means the hazard does not occur.

If the hazard's Strike Task involves damage, the Multiplier gained from sufficient Success Levels is applied. Characters often cannot dodge or use other defensive maneuvers against these hazards unless otherwise noted, and personal armor is also not normally effective against them—a bullet-proof vest does not offer much protection against a big boulder landing on a character's chest—but Chroniclers may add some or all of a person or vehicle's AV in certain situations.

Avalanche

Avalanches (or mudslides or rockslides) occur when packed dirt, ice, or snow is loosened from and falls from a precarious position. The chance of an avalanche occurring depends on the substance in question and its position, coupled with other factors. The damage suffered depends on the length of the debris' fall and the falling material's weight. Whenever a Chronicler needs to check for an avalanche, roll a Strike Task, with success indicating an avalanche. The same attack skill is also used to make Strike Tasks against anyone caught in the avalanche's path.

AVALANCHE TYPES

To keep things simple, avalanches have been broken down into three categories:

Temperature, Fast and Loose

If you find the detailed system for keeping track of the temperature effects too complex or drawn out, try this simplified system. It encourages the “go with what feels right” style of play, instead of focusing on exacting detail.

Extremely Cold: Attribute-Related Penalties: Str -3, Dex -3, Con -3, Will -2; D8(4) Damage* per Turn; Frostbite occurs within minutes of exposure.

Very Cold: Attribute-Related Penalties: Str -1, Dex -2, Con -1, Will -12; 1 Damage* per minute; There is a risk of frostbite after 30 to 15 minutes of exposure.

Cold: Attribute-Related Penalties: Dex -1; 1 Damage* per 30 minutes; A few hours of exposure may result in frostbite.

Warm: 1 Damage* per 30 minutes.

Very Hot:** Attribute-Related Penalties: Str -1, Dex -1, Con -2, Will -2; 1 Damage* per minute.

Extremely Hot:** Attribute-Related Penalties: Str -3, Dex -3, Con -3, Will -2; D4(2) Damage* per 30 seconds.

* The damage is initially Endurance loss. Once Endurance reaches zero in these conditions, the character suffers half the listed amount in Life Point damage. If this indicated less than 1 Life Point of damage is inflicted, 1 Point of damage is suffered per two instances of the listed duration's passing. For instance, in Warm temperatures 1 Life Point would be lost every hour once Endurance is all gone. Endurance loss is added to normal loss due to exertion.

** May suffer from Heat Exhaustion

Chroniclers should move a character up or down through these categories, depending upon exertion, clothing, and other factors. Again, Chroniclers should rely on common sense when making their judgment call here.

Light Avalanche: D4 x 2(4) point of damage per 25 feet (8.3 m) of falling. This is a relatively small amount of falling substance: enough to harm a few men. A successful Dodge results in no damage.

Medium Avalanche: D6 x 4(12) damage per 25 feet (8.3 m) of falling. Such avalanches can cause problems and harm for vehicles, and they are capable of burying people caught in their path—make a Resisted Constitution and Dexterity Test (or Handling and Driving Task if in a vehicle) versus the avalanche's Strike Task result. The potential victim suffers a -1 penalty per 5 points of damage suffered. If the avalanche wins, the victim is buried under D4 x (damage suffered divided by 5) feet of the substance. A successful Dodge results in half damage.

Heavy Avalanche: D8 x 5(20) damage per 25 feet (8.3 m) of falling. The worst kind of avalanche, these involve hundreds or even thousands of tons of falling substance that can sweep away buildings caught in their path. Make a Resisted Constitution and Dexterity Test (or Handling and Driving Task if in a vehicle) versus the avalanche's Strike Task result. The potential victim's roll suffers a -1 penalty per 2 points of damage suffered. If the avalanche wins, the victim is buried under [D4 x 4(8)] x (half the damage suffered) feet of the substance. Dodging is not possible.

CHANCE OF AVALANCHE

Likewise, the chance of an avalanche occurring has been separated into three categories:

Rules of Engagement



Minimal Chance: The substance is stable or positioned in such a way as to pose little risk of an avalanche. Roll an avalanche check every 30 minutes of constant exposure to risks of avalanche, such as traveling characters.

Moderate Chance: Something that is normally stable holds the substance in place, but rough conditions or treatment may bring it down. Roll an avalanche check every 15 minutes of constant exposure to risks of avalanche.

Considerable Chance: Conditions are ripe for an avalanche, as the substance is positioned precariously and may give way at any time. Roll an avalanche check every minute (or more often) of constant exposure to risks of avalanche.

CHANCE OF AVALANCHE EXCEPTION

Any sudden effect beyond the norm (e.g., an explosion or falling hiker) requires the Chronicler to make an immediate avalanche check, regardless of the stated time period of risk listed for each base chance of exposure.

The following modifiers further alter the chance of an avalanche happening.

AVALANCHE ATTACK SKILL MODIFIERS

Temperature above freezing (snow/ice only): +1 per 5°F above 32 °F (maximum +5)

Temperature below freezing (snow/ice only): -1 per 5°F below 32 °F (maximum -5)

Impacted by loud noise or secondary, non-damaging concussion: +1 to +5
Impacted directly by an explosion: +damage divided by 10 (maximum +10)

Light Rain/Snow: +1

Heavy Rain/Snow: +3

Light passage (e.g. one or two hikers): +1

Medium passage (e.g., a marching troop or light vehicle): +2

Heavy passage (e.g., a heavy vehicle): +3 to +5

Subjected to excavation: +3

Seismic Activity: +Richter Scale rating

Cave-In

A cave-in occurs when the structural integrity of a cave, tunnel, cavern, or similar formation in the earth, snow, or ice fails, causing it to collapse. Whenever the Chronicler needs to make a cave-in check, roll a Strike Task, with success indicating a cave-in. The same attack skill is also used to make Strike Tasks against anyone caught in its path.

CAVE-IN TYPES

To keep things simple, cave-ins have been broken down into three categories:

Light Cave-in: Not much falls—just enough to raise some dust, causing some coughing and scratches. Causes D6 x 2(6) damage, and victims suffer a -2

Avalanche Attack Skill

SUBSTANCE	ATTACK SKILL		
	MINIMAL	MODERATE	CONSIDERABLE
Dirt/Rocks	0	1	2
Mud	1	2	4
Snow/Ice	1	2	3

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penalty to all actions requiring vision for D4(2) minutes due to the dust. A successful Dodge results in no damage.

Medium Cave-in: A lot of debris has fallen, possibly enough to temporarily block the passage. If so, digging through takes a person D6 x 10(30) minutes, but there is a risk of another cave-in happening (use previous attack skill +1.) Causes D6 x 5(15) damage, and the victim suffers a -2 penalty to all actions requiring vision for D4 x 3(6) minutes due to dust. Make a Resisted Constitution and Dexterity Test at a -1 penalty per five damage suffered versus the cave-in's Strike Task result. If the cave-in wins, the victim is buried under D4(2) feet of rubble. A successful Dodge results in half damage.

Heavy Cave-in: A daunting amount of debris and rubble has fallen, almost certainly enough to temporarily block a small- or moderate-sized passage. If so, digging through takes a person D6 x 2(6) hours, but there is a risk of another cave-in happening (use previous attack skill +3.) Causes D10 x 6(30) damage, and the victim suffers a -2 penalty to all actions requiring vision for D4 x 3(6) minutes due to dust. Make a Resisted Constitution and Dexterity Test at a -1 penalty per two points of damage suffered versus the cave-in's Strike Task result. If the cave-in wins, the victim is buried under D4 x 4(8) feet of rubble. Dodging is not possible.

CHANCE OF CAVE-IN

Likewise, the chance of a cave-in occurring has been separated into three categories:

Minimal Chance: The substance is stable or positioned in such a way as to cause little risk of a cave-in. Roll every 30 minutes of constant exposure to risks of a cave-in, such as traveling characters.

Moderate Chance: Something that is normally stable holds the substance in place, but rough conditions or treatment may bring it down. Roll every 15 minutes of constant exposure to risks of a cave-in.

Considerable Chance: Conditions are ripe for a cave-in, as the substance is positioned precariously and may give way at any time. Roll every minute (or more often) of constant exposure to risks of a cave-in.

The following modifiers further alter the chance of a cave-in happening.

CAVE-IN ATTACK SKILL MODIFIERS

Temperature above freezing (snow/ice only): +1 per 5°F above 32 °F (maximum +5)

Temperature below freezing (snow/ice only): -1 per 5°F below 32 °F (maximum -5)

Impacted by loud noise, or secondary, non-damaging concussion: +1 to +5

Impacted directly by an explosion: +(damage divided by 10) (maximum +10)

Medium passage (e.g., a marching troop or light vehicle): +1

Heavy passage (e.g., a heavy vehicle): +2 to +4

Subjected to excavation: +2 to +5

Seismic Activity: +Richter Scale rating

Minimal buttressing/artificial support: -1

Considerable buttressing/artificial support: -3

Cave-In Attack Skill

SUBSTANCE	ATTACK SKILL		
	MINIMAL	MODERATE	CONSIDERABLE
Solid Rock	-1	0	1
Piled/Composite Rock	0	1	2
Loose Earth	1	2	3
Snow/Ice	0	1	2

Rules of Engagement

RICHTER RATING		ATTACK	DAMAGE	ATTACK	DAMAGE	ATTACK	DAMAGE	TASK/ TEST PENALTY
		PERSONAL		"HARD" BUILDING/ VEHICLES		"SOFT" BUILDINGS/ VEHICLES		
Less Than 3.5	Generally not strong enough to be felt, except by sensitive animals	—	—	—	—	—	—	—
3.6 to 5.4	Felt, but damage is unlikely	—	—	—	—	1	D10(5)	—
5.5 to 6	Minor damage is likely	1	D4(2)	0	D10(5)	2	D10x 3(15)	-1
6.1 to 6.9	Dangerous, and can be felt for hundreds of miles	3	D6(3)	2	D10 x 3(15)	5	D10 x 6(30)	-2
7.0 to 7.9	Major earthquake. Can devastate a localized area, and can be felt over a thousand miles away	5	D6 x 2(6)	4	D10 x 6(30)	8	D10 x 15 (75)	-4
8+	Great earthquake. Can devastate hundreds of square miles, and can be felt several thousand miles away.	7	D6 x 3(9)	6	D10 x 15 (75)	12	D10 x 30 (150)	-6

Earthquake

When tectonic plates shift, grind, and pop, the result is seismic activity ranging from a mild tremor to a full-blown earthquake. Such activity is measured using the Richter Scale.

An earthquake's attack skill depends on the potential victim's type: Personal (people and creatures), "Hard" Buildings and Vehicles (well-constructed or made from heavy materials), or "Soft" Buildings and Vehicles (poorly constructed or made from light materials.) Quake damage to buildings entirely bypasses its Armor Value, unless it is earthquake-proofed, in which case, the AV is only halved. Chroniclers should decide on just how often such an attack occurs, but every few Turns for people, creatures, and vehicles, and every minute or so for buildings is a good guideline.

Some degrees of seismic activity also make moving and other activities difficult, resulting in a Task or Test penalty when maneuvering a vehicle, defusing a bomb, or the like. Chroniclers should use their judgment as to when such penalties apply.

Falling Damage Revisited

TYPE OF FALL	DAMAGE
Drop off, without obstruction	D6 (3) per yard
Drop off, periodic obstruction	
Soft	D6 (3) per 2 yards
Hard	D4 (2) per yard
Steep slope	
Soft/Smooth	D6 (3) per 5 yards
Rough	D6 (3) per 2 yards
Gentle slope	
Soft/Smooth	D4 (2) per 10 yards
Rough	D4 (2) per 5 yards

Falling. Advanced Rules

A fall without an obstruction is like walking off a cliff and falling through empty space until you hit the ground. Splat. Not much to worry about there. However, sometimes something like a ledge (hard obstruction) or a series of breaking branches (soft obstruction)

ALTITUDE	ACCLIMATION MODIFIER	DURABILITY TEST FAILURE RESULTS
8,000 to 10,000 feet (2,667 to 3,333 m)	None	None
10,000 to 12,000 feet (3,333 to 4,000 m)	-1	AMS (Mild)
12,000 to 18,000 feet (4,000 to 6,000 m)	-D4(2)	AMS (Moderate)
18,000+ feet (6,000+ meters.)	-D8(4)	AMS (Severe)

slows you down. It is also possible to fall down a surface, such as a staircase (rough, steep slope) or rolling hill (soft, gentle slope.) All such situations are considered falls, but the damage caused differs from the standard.

High Altitude

High altitudes without pressurization have an adverse effect, because one's body does not take in as much oxygen as it needs. The breathing rate at higher altitudes, therefore, increases due to less oxygen. Yet, a person cannot draw in enough oxygen, so the body has to adjust to the available oxygen levels. Breathing from an oxygen tank grants a bonus to all Durability Tests involving the effects of high altitudes (See pg 168 for information on climber's tanks.)

ACCLIMATION

Spending enough time at a given height may allow the body to adjust before moving higher. Make a Durability Test at the end of each day spent at a different 1,000-foot (333 m) range higher than 8,000 feet (2,667 m), with the appropriate modifier applied to see if proper acclimation has occurred. A +2 bonus is gained for each day spent at that height before continuing the ascent. Equally, ascending too quickly can be dangerous, applying a -2 penalty per 1,000 feet (333 m) beyond the first 1,000 (333 m) traveled that day. Success means suffering no side effects at that altitude, but failure results in the appropriate repercussions, such as acquiring Acute Mountain Sickness (AMS.)

ACUTE MOUNTAIN SICKNESS (AMS)

AMS is common at high altitudes and is a neurological problem brought on by changes to the central nervous system:

At elevations over 10,000 feet (3,333 meters), a Durability Test is required, using the elevation's Acclimation modifier. Failure means suffering the appropriate AMS symptoms after $(D8 \times 2) + 10(18)$ hours (or earlier if the ascent continues.)

Mild: Headache, breathing difficulty, fatigue (double Endurance costs for activity), nausea, troubled sleep, and the like. Apply a -1 penalty to all Dexterity, Intelligence, Willpower, and Perception Tasks and Tests, except the Durability Test. Pain medication and Diamox rid the character of the penalty, but not the increased Endurance cost. Upon onset of Mild symptoms, the character must make another Durability Test, applying the acclimation penalty, or their case worsens to Moderate.

Moderate: The mild AMS symptoms worsen and cannot be relieved with medication. The Task and Test penalty worsens to -3 due to increased nausea, loss of coordination, and impaired cerebral functioning. Activity now requires triple the normal Endurance cost. Upon onset of Moderate symptoms, the character must make another Durability Test, applying the acclimation penalty, or their case worsens to Severe.

Severe: Symptoms have reached a point where the character can no longer function properly. The Task and Test penalty worsens to -6, activities cost five times the normal Endurance due to liquid in the lungs, and the person can no longer walk on his own. Upon onset of symptoms, the character must make another Durability Test, applying the acclimation penalty, or suffer from High Altitude Pulmonary Edema (HAPE.)

Curing AMS requires either acclimation or descending to a lower elevation, allowing another Durability Test at each 1,000 feet (333 m) descended, us-

Rules of Engagement

ing the acclimation penalty for that new elevation. Severe AMS requires descent to 4,000 feet (1,333 m) or lower before making such a Durability Test. If the new Durability Test is successful, the character must spend at least 24 hours at that elevation (or lower) before attempting ascent, or the symptoms return automatically.

HIGH ALTITUDE PULMONARY EDEMA (HAPE)

Fluid buildup in the lungs prevents proper oxygen exchange, reducing oxygen levels in the bloodstream. Symptoms include shortness of breath (double Endurance costs for activity if a higher penalty doesn't already apply) while active and at rest, a feeling of suffocation, confusion (apply a -2 penalty to all Dexterity, Intelligence, Willpower and Perception Tasks and Tests; cumulative with any other altitude related penalties), fatigue, muscle weakness (reduce Strength by 2 for the duration), irrational behavior, and a persistent cough that produces white fluid. If the person is not immediately taken to an altitude of 4,000 feet (1,333 m) or less and given medical attention, a Durability Test is required every hour, or the victim temporarily loses a point of Constitution. The Durability Test suffers a cumulative -1 penalty per hour, and if the victim's Constitution reaches 0, he dies.

HIGH ALTITUDE CEREBRAL EDEMA (HACE)

After spending $D8 \times 2(8)$ days at an altitude of 10,000+ feet (3,333+ m), a character must make a Durability Test

every day with a cumulative -1 penalty per day after the first Test, or he suffers the onset of this illness.

Fluid leaking into the brain causes it to swell, incurring symptoms that include loss of coordination, headache, psychotic behavior, fatigue, muscle weakness (reduce Strength by 1 for the duration), hallucinations, disorientation, and memory loss. If the person is not immediately taken to an altitude of 4,000 feet (1,333 m) or less and given medical attention, a Difficult Constitution Test is required every day, or the victim temporarily loses a point of Constitution and Willpower. The Difficult Constitution Test suffers a cumulative -1 penalty per day. If the victim's Constitution reaches 0, he dies, whereas 0 levels of Willpower indicate a coma.

Natural Gas

Besides being incredibly flammable and explosive, natural gas also suffocates, and is denser than air.

CHANCE OF IGNITION

Small Amount: Not much gas has gathered, so there is no risk of suffocation, but an explosive hazard exists. A spark has an attack skill of 0 (1 if exposed to open flame), with success igniting an explosion. Any flame larger than a spark ignites the gas automatically.

Moderate Amount: A dangerous amount of gas has gathered, creating a risk of suffocation if anyone remains in the area longer than he can hold his breath. A spark has an attack skill of 2 (4 if exposed to open flame), with success igniting an explosion. Any flame larger than a spark ignites the gas automatically.



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Natural Gas Explosion Area of Effect

AMOUNT OF GAS	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Light	1/2 yard	1 yard	2 yards
Moderate	1 yard	3 yards	5 yards
Excessive	3 yards	8 yards	15 yards

Natural Gas Explosion Damage

AMOUNT OF GAS	GROUND ZERO *	GENERAL EFFECT *	MAXIMUM RANGE *
Light	D4 x 6(12)	D4 x 4(8)	D4 (2)
Moderate	D6 x 8(24)	D6 x 6(16)	D6 x 2(6)
Excessive	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)

* Half is fire damage

Excessive Amount: The area is filled with gas; anyone not holding his or her breath immediately begins to suffocate. A spark has an attack skill of 4 (8 if exposed to open flame), with success igniting an explosion. Any flame larger than a spark ignites the gas automatically.

A methane explosion can also result in a chain reaction, with one explosion igniting other areas of gas. Chroniclers should use common sense to decide how much of an area will detonate, and to what degree, depending on how much gas has had the chance to gather in those peripheral areas.

Precipitation

Precipitation is the falling of water from the sky in any form, be it hail, rain, snow, or a fog. Usually the biggest problem with precipitation is that it interferes with vision.

Light Precipitation: This includes a drizzle, snow flurry, or light mist, and it results in minor vision impairment. Apply a -1 penalty to all activities requiring clear vision, and reduce line of sight to about three-quarters normal. Light hail has an attack skill of 1, and causes 1 point of damage; make an attack for every 10 minutes of exposure.

Moderate Precipitation: This includes rain, snow, or fog, and results in impaired vision. Apply a -2 penalty to all activities requiring clear vision, and reduce line of sight to about half normal. Moderate hail has an attack skill of 2, and causes D4(2) damage; make an attack for every minute of exposure.

Heavy Precipitation: This includes a downpour, snowstorm, or thick fog, and results in severely impaired vision. Apply a -4 penalty to all activities requiring clear vision, and reduce line of sight to about one-quarter normal (or worse.) Heavy hail has an attack skill of 4, and causes D4 x 2(4) damage; make an attack every Turn of exposure.

Quicksand

A section of earth saturated by water will lose its solidity, becoming squishy and thick: quicksand. Anyone stepping into such a hazard begins to sink, as his own weight drags him down at a rate of 6 inches per Turn (1 foot per Turn if actual sand.) Once a person sinks beneath the surface, he begins to suffocate.

Panic and surprise is perhaps the greatest danger posed by quicksand. Despite a lack of actual suction, a victim must make Fear Test at +2 to resist the panicked belief to the contrary. Panicking doubles the sinking rate. Once the effects of a failed Fear Test wear off, the character makes another Fear Test if still within the quicksand, but this time there is no bonus.

Sandstorm

A sandstorm whips about loose sand, dirt, and dust, and tosses it about in anything from a small cloud to an obscuring wall that stretches for miles. To determine how obscuring a sandstorm is, use the vision penalties listed in the Wind Effects chart (pg 162), but increase the penalties by an additional -2 to -6, depending upon the storm's thickness.

Rules of Engagement

Despite some of the myths surrounding sandstorms, their abrasive nature is not sufficient to cause actual harm, except in the worst and rarest cases, but they do impede breathing and foul machinery. A sandstorm traveling over 40 mph (64 kph) requires characters wear something over the mouth to prevent choking, otherwise they suffer Endurance loss at twice the normal rate.

The sand also gets into clothes, hair, and machines, possibly stopping the latter from working properly, as follows:

Well-Protected from Environment/Easily Maintained: Make a Strike Task using an attack skill of 0, +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled, impairing performance. Cleaning usually requires D6(3) minutes (adjust for size and other factors if necessary) before a fouled machine may be properly used again.

Typical Mechanism: Make a Strike Task using an attack skill of 2, +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled, impairing performance or halting it outright. Cleaning usually requires D6 x 4(12) minutes (adjust for size and other factors if necessary) before a fouled machine may be used again, either properly or at all.

Exposed/High Maintenance: Make a Strike Task using an attack skill of 5, +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled, halting performance. Cleaning usually requires D6 x 30(90) minutes (adjust for size and other factors if necessary) before a fouled machine may be used again.

Chroniclers should roll as frequently as they feel necessary for the conditions and circumstances.

Snow Blindness

On a clear day with bright sunlight, the reflective surface of clear snow or ice can be blinding. Unless characters properly protect their eyes, apply a -D6(3) penalty to all activities requiring clear vision. This penalty is doubled if attempting to fly aircraft close to the ground when there are not sufficient noticeable landmarks emerging from the snow to give a proper sense of perspective and distance.

Sunburn

Too much ultraviolet (UV) light may cause a person to succumb in areas of extreme heat and cold if the sky is clear enough and there is too much direct skin exposure. Besides the long-term danger of skin cancer, a light burn imposes a -1 penalty to all physical actions due to discomfort. Extreme sunburn causes the skin to peel, crack, and split before it can heal, imposing a -3 penalty to all physical actions and a -1 penalty to all mental and social actions. Extreme sunburn also causes the character 1 point of Fire damage per 15 minutes of continued UV exposure, possibly leading to permanent scarring.

Terrain Conditions

The speeds listed for land vehicles should be used only when under optimal driving conditions: a hard, flat surface. Driving on most any other surface

CONDITION	DRIVING TASK MODIFIER	VEHICLE SPEED MODIFIER
Soft Ground (e.g. mud)	—	-1/10th
Sand	-1	-1/10th
Rocky	-1	-2/10th
Mildly Bumpy	-2	-1/10th
Extremely Bumpy	-D4+1(3)	-4/10th
Light Snow	-2	-2/10th
Heavy Snow	-D4(2)	-4/10th
Icy	-D4+2(4)	+1/10th
Underbrush	-D4(4)	-D4/10th
Shallow Water/Swamp	-D4(4)	-2/10th
Deep Water (4 ft/1.3 m)	-D4+3(5)	-8/10th (if at all)

Chapter 4

incurs penalties to Driving Tasks and reduces the vehicle's Speed. If more than one terrain condition applies at once, compound their effect and add any other applicable factors, such as Wind (pg 162.) For example, a rocky area covered in light snow imposes a total Driving Modifier of -3 and a Speed Modifier of -4/10.

Water Depth and Pressure

Underwater travel can be hazardous, especially if diving or otherwise traveling to extreme depths where pressure may prove harmful. There are a number of ways to prolong one's experience underwater:

- 1) Pure Oxygen:** This type of oxygen runs out quickly in portable storage, but may be tube-fed from the surface. It turns toxic at certain depths.
- 2) Condensed Air:** This oxygen type is found in most recreational SCUBA equipment. It not only allows the diver to carry more air, but it also allows for descents to greater depths before becoming toxic.
- 3) Gas Cocktail:** This mixture consists of helium and nitrogen, mixed with oxygen to dilute it to reduce the danger of oxygen toxicity.

Certain methods of breathing assistance are better for reaching deeper depths. When diving deep, check the

character's depth against the following table. If a Durability Test is called for and failed, there are repercussions. If the Test succeeds, make another roll in five minutes with a -1 penalty, or at the next depth market, whichever comes first. Continue to compound additional -1 penalties to subsequent Durability Tests every 5 minutes until the diver returns to a safe depth or fails.

WATER DEPTH EFFECTS

This table lists when a Durability Test is required, depending on depth and breathing mix, as well as any modifiers to that Test and the repercussions of failure. Some conditions require more than one Durability Test for the same depth, with each have a different modifier and repercussion for failure.

DECOMPRESSION SICKNESS

Improper depressurization upon returning to the surface causes decompression sickness, also known as "the bends." It can be prevented by returning gradually to the surface or by using hyperbaric chambers.

Type 1 leads to unilateral pain in the joints and possibly to mottling or rashes. Additionally, the affected character suffers a -2 penalty to all Str, Dex, and Con Tests and Tasks. If Type 1 is not treated quickly, a Durability Test must be made, or Type 2 sets in.

DEPTH	PURE OXYGEN	CONDENSED AIR	GAS COCKTAIL
Less than 23 feet (7.7 m)	Safe	Safe	Safe
23 feet (7.7 m)	DT (HO)	Safe	Safe
43 feet (14.3 m)	DT (OT)	Safe	Safe
130 feet (43.3 m)	DT -1 (OT), (NN)	DT (NN)	Safe
200 feet (67 m)	DT -3 (OT), -1 (NN)	DT -1 (NN)	Safe
345 feet (115 m)	DT -5 (OT), -3 (NN)	DT (OT), -3 (NN)	Safe
420 feet (140 m)	Death	DT -1 (OT), -5 (NN)	DT (HPNS)
600 feet (200 m)	Death	DT -4 (OT), -7 (NN)	DT -1 (HPNS)
1150 feet (383.3 m)	Death	Death	DT -3 (HPNS)
2000 feet (666.7 m)	Death	Death	DT -5 (NN)

DT = Roll a Durability Test with the provided modifier.

Rules of Engagement



Type 2 symptoms include improper blood supply to the brain and problems with the cardio-respiratory and central nervous systems, resulting in confusion, shakes, loss of balance, extreme coughing, nausea and vomiting, difficulty reasoning, and possible unconsciousness. The victim suffers a -4 penalty to all Tasks and Tests, excluding Durability Tests. If the situation continues to remain untreated, another Durability Test must be made at -D4(2), or the person begins to have severe trouble breathing and may suffer permanent brain or spinal damage, if not death.

HIGH PRESSURE NERVOUS SYNDROME (HPNS)

Increasing water pressure over-excites the central nervous system, causing such things as shakes, memory loss, dizziness, nausea, and loss of motor control. Unless treated, the victim makes a Durability Test after D10(5) minutes and every five minutes thereafter (with a compounding -1 penalty per five minutes beyond the first five), or more severe symptoms, such as dementia, paranoia, and eventual death occurs. Using a trimix gas (adding nitrogen) provides a +4 to +8 bonus to resist HPNS, depending upon the mix.

HYPEROXIA (HO)

When the oxygen pressure in the lungs exceeds a safe amount, CO₂ cannot be released. Symptoms include

quivering facial muscles, drowsiness, general discomfort, nausea, and blurred vision. Unless given fresh air, the victim makes a Durability Test after D4(2) minutes and every minute thereafter (with a compounding -1 penalty per minute beyond), or muscles begin to stiffen, leading to convulsions, unconsciousness, and ultimately death.

NITROGEN NARCOSIS (NN)

Due to CO₂ retention or descending too fast, nitrogen begins to destroy cell function, leading to problems with the central nervous system. First signs include behavior resembling intoxication, an overly positive attitude, and euphoria. After D10(5) minutes and every minute thereafter (with a compounding -1 penalty per five minutes beyond the first five) a Durability Test is made to retain consciousness. Returning to a lesser depth and remaining there remedies the problem. The duration between Durability Tests can be extended to days or even weeks if using a gas cocktail inside of a pressurized environment.

OXYGEN TOXICITY (OT)

At this depth, oxygen becomes toxic after 20 minutes and begins to cause cell damage. Going beyond that time requires a Durability Test per minute (with a compounding -1 penalty per five minutes beyond the first five) to resist loss of consciousness that leads to death (treat as suffocation.) Warning signs include a headache, shortness of breath, dizziness, and a roaring in the ears.

Chapter 4

Other Diving/Breathing Related Concerns

HYPERCAPNIA

The following may occur while diving or in any other environment where the environment and oxygen levels are artificially regulated and maintained.

HYPOXIA

A lack of oxygen or impure air (such as when an air supply is thinned or contaminated), which leaves nitrogen in the lungs, causes this sickness. Symptoms include an overly positive attitude, overconfidence, and possibly even giddiness. These symptoms are followed by dizziness in D4(2) minutes, and then a Durability Test is required every minute thereafter to avoid blacking out (with a compounding -1 penalty per minute beyond), after which suffocation begins. A victim needs pure oxygen, and should be briskly awoken if necessary.

For whatever reason (usually a mechanical malfunction), CO2 does not cycle out of the breathing apparatus properly, leading to toxic levels in the lungs. Symptoms include shortness and raggedness of breath, rapid heartbeat, and a headache. After D4 x 3(6) minutes of symptoms, a Durability Test is required and every minute thereafter (with a compounding -1 penalty per minute beyond) to avoid blacking out. Victims need fresh air or respiratory assistance to recover.

Wind

High winds can cause plenty of problems. They will affect the speed of individuals or vehicles traveling against them, toss about projectiles during ranged combat, and generally obscure vision.

WIND SPEED	BEAUFORT SCALE	PERSONAL SPEED REDUCTION/ PENALTY	VEHICLE SPEED REDUCTION/ PENALTY	RANGED COMBAT*	CLOSE COMBAT	VISION
0 to 24 mph	Calm to Fresh Breeze	— / —	— / —	—	—	—
25 to 31 mph	Strong Breeze	— / —	— / —	-1	—	—
32 to 38 mph@	Near Gale	— / —	— / —	-2	—	—
39 to 46 mph@	Gale	-1/10th / —	— / —	-3	—	—
47 to 54 mph#	Strong Gale	-2/10th / -1	— / —	-4	-1	-1
55 to 63 mph#	Storm	-3/10th / -1	-1/10th / —	-5	-1	-1
64 to 72 mph&	Violent Storm	-4/10th / -2	-1/10th / -1	-6	-2	-2
73+ mph**	Hurricane	-5/10th / -2	-2/10th / -2	-7	-2	-2

* Only apply the modifiers to personal weapons, such as firearms, bows, and man-portable missiles

@ Range is 3/4 normal for muscle-powered weapons when firing into the wind

Halve range for muscle-powered weapons and 3/4 normal for many propelled weapons when firing into the wind

& Range is 1/4 normal for muscle-powered weapons and halved for many propelled weapons when firing into the wind

** Firing is nearly impossible for muscle-powered weapons and 1/4 normal range for many propelled weapons when firing into the wind

Rules of Engagement

Reduce individual and vehicle Speeds by the listed amount when moving against the wind, while also applying the accompanying penalty to any movement related Tasks, such as vehicle maneuvers. Close combat penalties are applied to melee and hand-to-hand combat attack or defense Tasks or

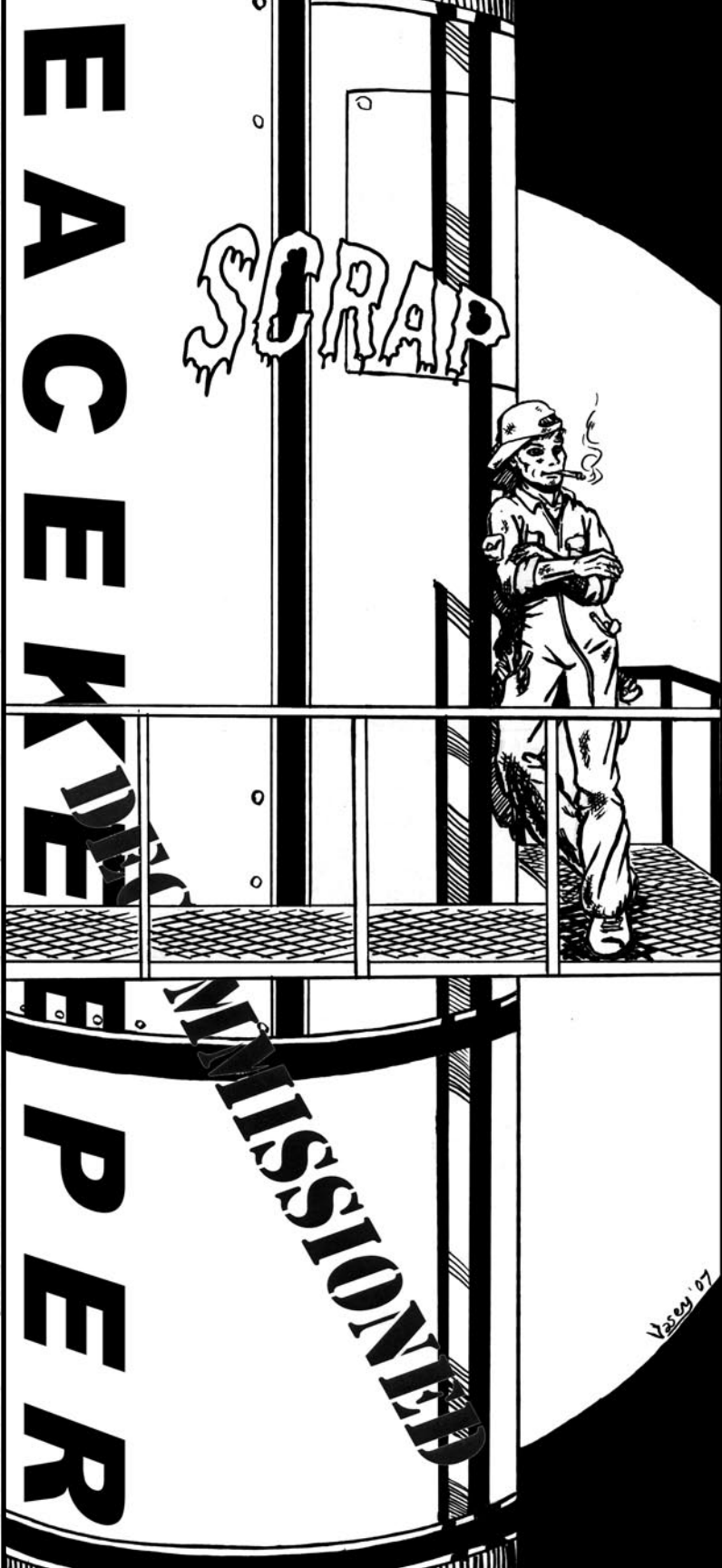
Tests, but not damage or other, similar, results. Vision penalties apply to anything that heavily relies upon a clear line of sight or unobstructed vision—do not apply this to combat or movement-related Tasks or Tests, however, as they are already listed separately.



Chapter 5: Tools of War

A battery of field artillery is worth a thousand muskets.

—General William T. Sherman



From: Major Samuel Carter

To: Battalion

Attn: Colonel Jack O'Neil

Via: Sergeant Daniel Dobson

Subj: FAILED FULFILLMENT OF DD FORM 1149.02162017

Ref: (a) DD FORM 1149.01262017

Encl: (1) DD FORM 1149.02162017 (COPY)

It has been brought to my attention that my request for equipment to be transferred to the Fort Hood staging area (SEE ATTACHED DD FORM 1149.01262017) has been denied based on lack of availability. At this time, I would bring to the Colonel's attention that the battalion's engineering company is currently only outfitted with their standard entrenching tools. As the company shall be operating under orders to construct defensible positions during the battalion's progress through Mexico, I would be remiss in my duties if I did not point out that even 300 E-Tools will not be sufficient for building miles of trenches and gun revetments, nor can they cut down trees or blast through hills and rock.

At this time, I would like to request a reevaluation of DD FORM 1149.01262017, with the hope the Colonel will recognize the wisdom in giving our boys something else to make miles of defenses with other than glorified shovels.

Very respectfully,

Major Samuel Carter

Besides providing new weapons and equipment, this chapter also gathers some previously published gear for the sake of updating and providing errata, but also for the convenience of having it in one place.

America/Allied Versus AoR Arsenal

The AoR's steamroller tactics through Europe and South America have swept up many nations that were purchasing vehicles, weaponry, and munitions manufactured by NATO before its fall (if the former were not member states themselves.) Worst of all, one of America's premiere allies in weapons development, Germany, is now the root of Leviathan's hold on Earth!

Knowing that many of their former allies possess key knowledge about their weapon systems and developing projects, the allies find themselves in an arms race even as they struggle to hold back the deluge that is the Army of Revelations. One tactic being bandied about (even though it is not currently feasible) is to switch all munitions and ammunition types to entirely new calibers and compatibilities so friendly caches taken by enemy forces cannot be turned against their manufacturers. Such a plan is a long-term goal—perhaps too long-term



Tools of War

if the AoR cannot be slowed. And this is but one example of the logistical concerns facing those who would oppose the Church of Revelations.

Clothing & Survival Gear

Battle Dress Uniform: The standard combat military uniform, the BDU is designed to blend in with a specific environment (forest, jungle, desert, arctic, urban, night, etc.), granting a +2 bonus to Stealth Tasks in that terrain. Similar environments may gain a +1 bonus, but radically different environments may actually impose a penalty. A BDU has many pockets for gear and is optimized to the intended climate.

NAME	EV	COST
Battle Dress Uniform	4/2	\$200
Binoculars	2/1	\$100
Binoculars, Digital	2/1	\$600
Break Alarm	2/1	\$50
Budd Light	1/1	\$40
Camouflage Kit	1/1	\$10
Camouflage Netting	1/1 per sq. yard	\$8 per sq. yard
Climbing Tank, Closed	16/8	\$350
Climbing Tank, Open	10/5	\$200
Cold Weather Gear	16/8	\$400
Combat Medical Kit	2/1	\$15
Combat Webbing	2/1	\$15
Draeger Rebreather	18/9	\$4,700
Dry Suit, Arctic	16/8	\$2,500
Dry Suit, Standard	8/4	\$1,200
Earplugs	n/a	\$5
Ear Protection	2/1	\$30
Fire Suit	26/13	\$450
Field Medic's Kit	6/3	\$250
Gamow Bag	12/6	\$2,000

Binoculars: Binoculars have a x10 magnification and are fairly compact and durable.

Binoculars, Digital: These look and function like normal binoculars, with some notable differences: because the information is digital, they can zoom in electronically (which is much faster), capture 6 megapixel images as per a digital camera, and have a universal jack for output to an external viewer or recorder. Batteries are required.

Break Alarm: This cylinder is fitted with a small wire (Perception and Notice Task at -2 to notice) that, if broken, causes the device to emit a high-pitched, very loud, repeating alarm signal. The wire can stretch as far as 10 feet (3 m.)

NAME	EV	COST
Gas Mask	4/2	\$200 + \$20 per filter
Ghillie Suit	10/5 or 12/6	\$750 or \$3,000
JSLIST	16/8	\$550
MRE	1/1	\$6
MOLLE Pack	8/4	\$200
Mountaineering Kit	6/3	\$250
Multitool	1/1	\$20
Parachute, Static	24/12	\$600
Parachute, Steerable	24/12	\$2,000
PHAOS	8/4	\$325
Rope	1/1 per 5 feet	\$0.50/foot
SCUBA Gear	20/10	\$500
Snow Goggles	1/1	\$80
STEPO	30/15	\$1,000
Tactical Goggles	1/1	\$90
Water Distiller	4/2	\$50 + \$20 per filter
Water Purification Tablets	n/a	\$25/ bottle
Wet Suit, Arctic	10/5	\$350
Wet Suit, Standard	4/2	\$750

Chapter 5

Budd Light: This device creates a beacon visible to anyone equipped with an infrared vision enhancement. It can attract search aircraft, mark targets for air support, mark trails and obstacles such as minefields, indicate safe landing zones, and so on. A standard 9v battery powers the waterproof Budd Light, giving it an 8-hour life span. The device is small enough to fit into one's palm.

Camouflage Kit: Face paint for all occasions. When combined with other, appropriate camouflaged gear, the paint grants a +1 bonus to Stealth Tasks. It is ineffective on its own and grants no bonus.

Camouflage Netting: EV is 1/1 per square yard, rolled. Provides a +4 bonus to Stealth Tasks to camouflage whatever is placed underneath the netting in the appropriate environment. Reduce the bonus to +2 in similar environments.

Climbing Tank, Closed: This tank provides 2 hours of oxygen, granting a +3 bonus to Durability Tests related to high altitude acclimation (pg 156.)

Climbing Tank, Open: This tank mixes oxygen with external air, providing a +1 bonus to Durability Tests related to high altitude acclimation (pg 156) for 8 hours.

Cold Weather Gear: Consisting of a thick parka, mukluk boots, balaclava and toque, extreme weather trigger mittens (allows use of weapons), this gear package is designed for soldiers assigned to frosty combat zones.

Combat Medical Kit: With only incredibly basic supplies, this kit provides a +1 bonus to First Aid Tasks of an emergency nature.

Combat Webbing: A padded suspender/harness with various pouches and pockets and attachment points for carrying weapons and equipment. Gear totaling an EV of 12 may be carried, but consider that EV to be halved for determining effective encumbrance.

Draeger Rebreather: Invented for SpecOps units, but now available to the public, the Draeger unit is a closed-circuit rebreather, meaning it does not release bubbles during operations, as is the case with standard diving gear.

Dry Suit: A dry suit creates a watertight seal against the body, keeping it dry. The arctic version is thicker and has a heating system to increase and longer maintain a survivable body temperature.

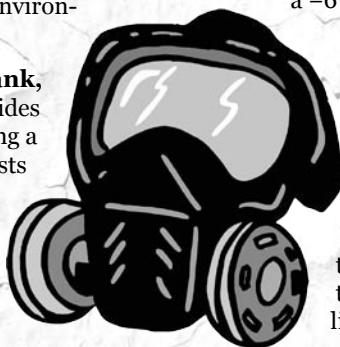
Earplugs: Earplugs grant a +2 bonus against sonic damage or effects, including artillery-induced shock conditions and flash bangs. A -2 penalty applies to sound-related Perception Tasks and Tests.

Ear Protection: These ear muff-like passive protectors act like earplugs, except they grant a +6 bonus and suffer a -6 penalty, respectively.

Fire Suit: Intended to protect against excessive heat and flame, these suits have an AV of 30 against Fire damage and are common among military firefighters and flame-thrower troops. They automatically cause at least light encumbrance.

Field Medic's Kit: This large pouch can be secured to a medic's combat webbing or worn with a shoulder strap. It contains just about everything a medic needs for first aid and battlefield emergency procedures. First Aid Tasks gain a +2 bonus with the kit's contents, but Medicine Tasks only gain a +1, unless the Task is used in a first aid capacity.

Gamow Bag: A person suffering from an altitude-related sickness (see pg 156) is placed inside this sealed, plastic chamber fitted with a hand pump. Working the pump increases the chamber's oxygen, providing a concentration equal to half the actual altitude in ten minutes. After about twelve hours in the bag, the victim is allowed a Durability Test for acclimation as though at that simulated altitude.



Tools of War

Gas Mask: This rubber mask filters out inhaled toxic gases, such as smoke, tear gas, and most nerve gases. It protects the eyes, nose, and mouth, but it also restricts vision, imposing a -2 penalty to all visual Perception Tests and Tasks. Prolonged use requires the filter be changed, or the mask becomes ineffective.

Ghillie Suit: A ghillie suit uses overlapping layers and strips of multi-colored cloth to allow wearers to blend into their surroundings with frightening ability. A +4 bonus is gained for Stealth Tasks in that environment when still or moving incredibly slowly (reduce or negate for faster movement.) Similar environments may gain a +2 bonus, but radically different environments may actually impose a penalty.

An advanced version (EV 12/6; \$3,000) includes heat-dampening materials and technology, allowing the wearer to apply the Stealth bonus against heat-detection sensors and optics.

JSLIST: The Joint Service Lightweight Integrated Suit Technology outfit provides full-body protection from chemical and biological agents, no matter their form, and includes a suit (camouflage optional), gloves, boots, and a gas mask. Prolonged use requires the filter be changed (\$30 each), or the mask becomes ineffective.

MRE: With a shelf life of three years (or longer), Meal, Ready to Eat packages contain smaller containers of cold food to provide all one needs for a full, nutritious meal.

MOLLE Pack: The standard load-bearing, waterproof backpack of the US military, the MODular Lightweight Load-carrying Equipment system utilizes straps and belt harnesses, along with a series of pouches, to make a load more manageable. Gear totaling an EV of 100 may be carried, but consider that EV to be halved for determining effective encumbrance. The MOLLE also has external pouches and straps for ammunition, tools, sleeping bags, explosives, etc.

Mountaineering Kit: Includes crampons, pitons, 100 feet (33 m) of rope, hand chalk, rope hooks, and other gear for ascending and rappelling. Grants a +2 bonus to Climbing Tasks.

Multitool: This multi-purpose tool has pliers, saw, knife, scissors, screwdrivers, etc. It may be used as a small knife.

Parachute, Static: Weight dictates the rate of descent, and wind determines direction. Any Sport (Parachuting) Task result of one or lower is a critical failure, meaning the chute becomes entangled and collapses.

LOAD	FEET PER TURN	YARDS PER TURN
500 lbs. (max)	110	36
400 lbs.	95	31
300 lbs.	80	26
200 lbs.	65	21
100 lbs.	50	16

Parachute, Steerable: Weight dictates the rate of descent, and the parachute is steered with a Dexterity and Sport (Parachuting) Task. A Difficult Sport (Parachuting) Task is needed for sharp turns. Any Sport (Parachuting) Task of one or lower is a critical failure, meaning the chute becomes entangled and collapses.

LOAD	FEET PER TURN	YARDS PER TURN
450 lbs. (max)	100	33
400 lbs.	95	31
300 lbs.	80	26
200 lbs.	65	21
100 lbs.	50	16

PHAOS (Parachutists High Altitude Oxygen System): Designed for jumps of extreme altitude, this system consists of a breath mask with regulator and an oxygen tank good for 40 minutes. The oxygen flow may be regulated manually, or it may be pre-programmed to suit the changing altitude during freefall or to meet the parachutist's preference.

Rope: A synthetic nylon cord available in a variety of colors and lengths. The rope has a 5,300 lbs (2,385 kg) breaking strength.

Communications & Electronics

SCUBA Gear: This is a Self-Contained Underwater Breathing Apparatus; it includes mask, flippers, weight belt, snorkel, and oxygen tanks. The tanks last for up to an hour underwater, and usually employs a gas cocktail.

Snow Goggles: Snow goggles cut down the amount of light able to enter the eye, eliminating snow blindness. Looking through the goggles restricts the field of vision, however, imposing a -2 penalty to visual Perception Tests and Tasks.

STEPO: The Self-Contained Toxic Environment Protective Outfit is a non-combat, one-size-fits-all suit with its own internal, 4-hour oxygen supply and hands-free communications (1 mile/1.5 km range.) It is proof against all but the most corrosive chemical and biological agents, be they liquid, solid, or gas, and can even be worn over EOD armor.

Tactical Goggles: Although they will not stop a bullet (AV 3), the goggles protect against flying shell casing and the blast of firing heavy weapons. They possess a tinted layer (that peels off), providing a +2 bonus against lasers and flash effects, such as from a flash bang grenade, and are sealed against sand and dust.

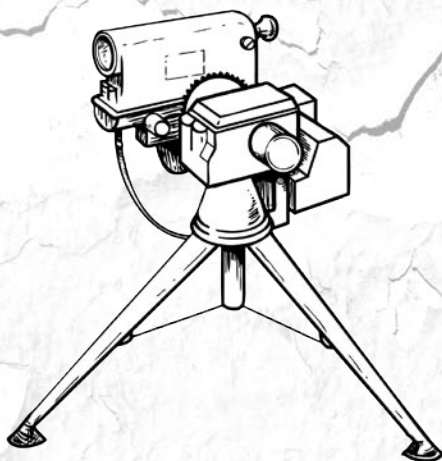
Water Distiller: When contaminated liquid is placed in the distiller, the contaminant must make a Difficult Strength Test at -5. Success means the contaminant is still present, but only has a Strength of 1 per Success level of the Strength Test, to a maximum of the total Strength of the toxin. If failed, the contaminant is removed. A filter is good for 2 months of light use or 1 month of heavy use.

Water Purification Tablets: When a pill is placed into contaminated liquid, the contaminant must make a Difficult Strength Test at -2. Success means the contaminant is still present, but only has a Strength of 1 per Success level of the Strength Test, to a maximum of the total Strength of the toxin. If failed, the contaminant is removed.

Wet Suit: The wet suit covers the body to the neckline, ankles, and wrists. Hood and booties are optional. The suit warms the diver by trapping a thin layer of water against the body. Cold weather wet suits made for arctic conditions are thicker and have better seals.

AN/PAQ-3 MULE (Modular Universal Laser Equipment): The PAQ-3 laser designator is a man-portable, tripod-mounted device used to "paint" a target with a laser visible with infrared or thermal imaging vision enhancements. Once the laser paints the target, the latter can be singled out by satellite for use as a beacon or by laser-guided missiles or bombs. The unit is also fitted with a laser rangefinder (see pg 173.) Range of both the laser rangefinder and laser designator is 250/500/1000/2000/4500.

The PAQ-3 takes about 2 minutes to set up, may be fitted with a night vision scope (EV +16/8; +\$8000), and has a battery life of about 10 minutes with 7 hours needed to recharge.



AN/PPS-15 Portable Radar: Designed for perimeter surveillance, the AN/PPS-15 Doppler radar detects movement and can be set on its tripod or mounted on a vehicle. A live controller may command it remotely, or it can automatically scan across a 120-degree sector, sending its information to the remote control station.

The AN/PPS-15 has a maximum range of 1,800 yards (meters) against personnel and 3,300 yards (meters) against vehicles. It detects by making a

Tools of War

NAME	EV	COST
AN/PAQ-3 MULE	42/21	\$200,000
AN/PPS-15 Portable Radar	24/12	\$5,000
AN/PRC-117F Manpack Radio:	16/8	\$7,500
AN/PRC-126 VHF/FM Radio	1/1	\$1,500
AN/PRC-137 HF Radio	10/5	\$7,000
AN/PSC-5 Shadowfire Radio	20/10	\$6,000
AN/PSN-11 PLGR	2/1	\$1,200
AN/PSS-12 Mine Detector	8/4	\$1,150
AN/TRN-29 Deployable TACAN	46/23	\$38,000
Fiber Optic Snake Camera	4/2	\$350 + \$50 per +5 feet (1.67 m) of cable
ICAM	4/2	\$375
KIV-9HSA Communications Security Module	2/1	\$3,500
Infrared Flashlight	2/1	\$350
Infrared Goggles/Binoculars	2/1	\$3,000
Laser Microphone	8/4	\$2,500
Laser Rangefinder Optics	2/1	\$475
Laser Sensor, Portable	1/1	\$500
LASH Microphone	n/a	\$450
Miniature Underwater GPS Receiver	1/1	\$4,000
Night-Vision Goggles/Binoculars	4/2	\$2,500
Parabolic Microphone	2/1	\$500
Pheromone Sensor	2/1 or 8/4	\$5,000 or \$15,000
Seismic Ground Sensor	2/1	\$8,400
Tactical Headset	n/a	\$125
Tactical HUD Goggles	2/1	\$425
Thermal Imaging Goggles/Binoculars	4/2	\$4,300
UC-300-B6 SATCOM Antenna	18/9	\$3,200

Simple Perception Test of Perception 6. Certain circumstances can make success more difficult or simpler for the device.

CIRCUMSTANCES	MODIFIER
Light cover	-3
Medium cover	-5
Heavy cover	-8
Total cover	-10
Per 300-yards away	-1
Moving faster than 5-yards per Turn (2 mph/3.3 kph)	+5

The entire unit is contained within a briefcase-sized metal case when not in use, and it includes the radar unit, tripod, remote receiver/transmitter, two

headsets, antennae, and a battery with vehicle adapter. It operates in most ter-



Chapter 5

rains and weather conditions. It takes roughly 2 minutes to set up.

AN/PRC-117F Manpack Radio:

Encryption: 3; Range: 35 miles (52.5 km.)

Worn on the back, this radio allows units to remain in contact with each other and their command structure. It has a handset, wireless modem, high-speed data connectivity, remote control, GPS, hand-held data terminal, digital interface (for connectivity to fax, satellite, audio, video, emailing, etc.), 2,300 channels (with 100 presets), and personal computer public broadcast monitoring capabilities.

AN/PRC-126 VHF/FM Radio:

Encryption: 2; Range: 1.8 miles (2.7 km.)

The US military's standard hand-held radio, the unit has 2,320 channels (with 10 presets), and is used on its own or with a tactical headset or LASH microphone. A clip allows the radio to be fitted to a belt or the like.

AN/PRC-137 HF Radio:

Encryption: 4; Range: 20 miles (30 km.)

Unique to US Special Operations, this lightweight, high-frequency radio uses a small keyboard to download a message, which then waits for the receiver to come online, at which point it sends the message and alerts the operator. This allows the operator to continue with his mission without having to keep a constant eye on signal traffic.

The AN/PRC-137 can also be linked with and controlled by either a laptop or desktop computer, and can send and receive email. Given the proper adapter, such as a digital camera looped through a laptop hooked up to the AN/PRC-137, this radio can send digital images and video with little signal loss.

AN/PSC-5 Shadowfire Radio:

Encryption: 6; Range: 50 miles (75 km.)

The Shadowfire has multi-band UHF/VHF, LOS (Line of Sight), and ASTOM (Satellite Communications) capabilities, providing extremely secure communications in all modes. This pack unit allows the operator to communicate (and often coordinate) with a team of similar or smaller communications systems privy to its encryption and band, making it favored by officers and team leaders in the

field. A tactical headset or LASH unit can replace the standard telephone handset. The complete unit consists of the radio and antenna and a battery pack.

AN/PSN-11 PLGR: Encryption:

3. The Precision Lightweight GPS Receiver ("Pluggin") can provide accurate positioning via satellite up to 5 yards or so, is proofed against jamming (-2 to such attempts), and can receive encrypted or open data.

AN/PSS-12 Mine Detector: This

Austrian-manufactured, hand-held mine detector is the standard field unit for both the US Army and AoR. This sensitive device uses a continuous wave magnetic field, and is thus +4 to detect mines comprised mainly or entirely of metal, but is designed with detecting low-metal content mines in mind by being sensitive to something as small as a metal firing pin. The AN/PSS-12 is +1 to detect such mines, will not suffer interference from another AN/PSS-12 operating nearby, can operate without being affected by extreme temperatures, and can even detect mines under shallow water. The unit makes a clicking sound to make the operator aware of metal in its field of examination, so it is provided with headphones. Roughly thirty seconds is needed to assemble the AN/PSS-12, and its four 1.5V batteries can power it for 70 hours of use.

AN/TRN-29 Deployable TACAN

Beacon-Transponder Set: An invaluable tool for Special Operations, especially combat controllers, this system provides rudimentary navigational assistance in the form of a transponder beacon for friendly aircraft. When tied into portable radar units (preferably more than one to extend its area of control), the AN/TRN-29 can also serve as a basic air traffic control rig for up to six aircraft.

Fiber Optic Snake Camera: This is

a hand-held LCD viewing/remote control unit attached to a snaking fiber optic camera. The cable is 3 feet (1 m) long and 1/4 inch in diameter, allowing it to wind its way under doors, through vents, and so on.

ICAM: The hand-held Improved

Chemical Agent Monitor examines mol-

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ecules in the air for traces of harmful agents, and can discern between mustard and nerve agents. The monitor indicates the amount in the air, if any, and buzzes when reading dangerous levels.

KIV-9HSA Communications Security Module: *Encryption: 2.* This device plugs into virtually any data or voice communications device to provide rudimentary encryption.

Infrared Flashlight: Looks and works like a normal flashlight, except it emits infrared light, which requires infrared optics to see.

Infrared Goggles/Binoculars: The system presents a monochrome image by using the infrared spectrum, negating darkness penalties. This works by projecting an infrared light that may be seen and traced back to its source by anyone also using infrared optics. Looking through a viewer, monocle, or goggles restricts the field of vision, however, imposing a -2 penalty to visual Perception Tests and Tasks.

Laser Microphone: *Range: 150 yards.* When pointed at an acoustic-friendly surface, such as a windowpane,

it allows the user to make an Electronic Surveillance and Intelligence Task to listen in on any sounds or conversations that might be vibrating through the material. The laser is invisible unless exposed to something like dust or infrared goggles.

Laser Rangefinder Optics: *Range: 1,500 yards and x3 magnification.* Although appearing as a compact pair of binoculars, the unit is equipped with a laser rangefinder that can measure target speeds between 5 and 1,000 mph (7.5 and 1,500 kph), and also grants forward observers a +2 bonus to their Perception and Navigation Task to relay targeting information. By adding \$300 to their cost, other optics, such as night-vision binoculars, may add a laser rangefinder.

Laser Sensor, Portable: Powered by either a generator or battery with a life span of 10 hours, the emitter may be placed as far as 75 yards (meters) from the reflector. The signal travels by wire or radio to a receiver, which can keep track of up to 24 separate emitters. Both emitter and reflector are weather resistant. A successful Electronics and Intelligence Task and a Demolitions and Intelligence Task is needed to set up a mine or simi-



lar device as a booby trap using the portable laser sensor as its trigger.

LASH Microphone: The two contact microphones on an elastic strap fit around most necks in order to transmit the vibrations directly from the user's larynx and are sensitive enough to pick up a whisper. This leaves the user's hands free, except when he turns the mic on or off. It has a transparent wire leading to an earplug, and the unit attaches to any standardized communications equipment (-4 to Perception Tasks and Tests to notice the mic.)

Miniature Underwater GPS Receiver: Normally a GPS signal has difficulty underwater, but the MUGR's design surmounts these issues. It works like a regular GPS, but is more rugged considering its primary intention is to lead combat divers to shore or other targets without having to surface.

Night-Vision Goggles/Binoculars: A low-light system that negates normal darkness penalties by enhancing existing light, no matter how dim, to levels that allows somewhat normal vision. Looking through a viewer, monacle, or goggles restricts the field of vision, however, imposing a -2 penalty to visual Perception Tests and Tasks. The goggles cannot render a proper image in normal lighting conditions, and if exposed to a bright light they will temporarily blind the wearer for D4(2) Turns.

Parabolic Microphone: Comprised of a 20-inch diameter parabolic dish attached to an equalizer, this device can pick up and amplify sounds from up to 300 yards (meters), with line of sight. Make a successful Intelligence and Electronic Surveillance Task to pick up coherent sounds. The microphone can pick up sounds through windows and sometimes walls, but these sounds tend to be muffled, especially at distance (-1 penalty to the roll per 50 yards away.) The Chronicler can assign further penalties to the roll depending on obstacles and obscuring noise.

Pheromone Sensor: *Range:* 165-yard radius. This sensor detects the pheromones emitted by humans and animals,

and relays its data to a central receiver by radio signal. The sensor's computer can discern between human (including those wearing fragrances, such as perfume and deodorant) and animal (often down to the type if the animal has been programmed as common to the area.) Unfamiliar scents are detectable, but return an "unknown" identification. There are several ways to defeat these sensors, including covering one's self in animal urine, which is why they are usually employed along with other security sensors.

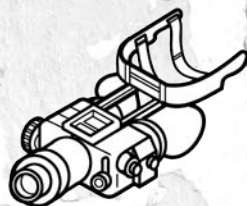
The sensor detects targets with a Simple Perception Test at Perception 5 (10 for top of the line.) The target does not contest the roll, although certain circumstances can make success more difficult or simpler for the device. The top of the line model is more sensitive, but is bigger and more expensive.

CIRCUMSTANCES	MODIFIER
Sweating	+5
Wearing Antiperspirant	-2
Wearing Perfume	+3
Wearing Sterile Environmental Clothing	-10
Sensor Is Downwind	+2
Sensor Is Upwind	-2
Sensor Is Upwind, High Wind Conditions	-8
Masked With Animal Scent	-5

Seismic Ground Sensor: Placed in the earth, this sensor detects vibrations through the ground and sends its data—including whether it believes the moving object to be a person, animal, or tracked or wheeled vehicle, along with the amount of detected objects/creatures—to a central receiver via radio signal. Each sensor secures roughly 4 square acres. Detecting seismic events requires a Simple Perception Test at Perception 4, modified by the amount of vibration (-2 for a dog and +5 for a tank, for example.)

Tactical Headset: Used by Special Operations and SWAT teams, this is a lightweight, transparent boom mic and earplug that attaches to any standardized communications equipment (-1 to Perception Tasks and Tests to notice the mic.)

Tactical HUD Goggles: These are identical to standard tactical goggles (pg 170) with one exception: they allow for a HUD overlay, so any weapon that can plug in to the US Combat Armor's Helmet can also do so with these goggles. The 9v battery is good for 6 hours.



Thermal Imaging Goggles/Binoculars: By detecting and interpreting thermal emissions, the goggles provide a picture based on degrees of heat. In other words, things that are warmer than their surroundings stand out and are interpreted into a monochrome image where brightness is related to heat. Thermal imaging can even see through light cover, such as the wall of an average home, foliage, and camouflage, rendering these elements virtually useless for maintaining stealth. Looking through a viewer, monocle, or goggles restricts the field of vision, however, imposing a -2 penalty to visual Perception Tests and Tasks.

The following modifiers should be added/subtracted to Perception rolls due to heat variances.

CONDITION	EXAMPLE	NOTICE
Extreme temp. variance	Body heat against a snow field	+4
Much temp. variance	Body heat against a grass field on a cool evening	+2
Moderate temp. variance	Body heat against a structure's interior wall	+1
Negligible temp. variance	Body heat against a sandy desert at noon	—
Poor weather	Light rain or mild snow	-2
Extreme weather	A deluge or snowstorm	-4
Per interceding thin obstacle	Wall made from plywood or drywall	-2
Per interceding thick obstacle	16-wheeler truck or reinforced wall	-4

UC-300-B6 SATCOM Antenna:

This simple antenna allows any satellite communications-capable gear, including the AN/PRC-117F Manpack radio and AN/PSC-5 Shadowfire radio, to transmit and receive signals to or from a communications satellite network. Its signal-boosting capabilities are incredibly useful now that access to the satellite network is sporadic in places other than North America.

Armor

ARMOR TYPE	ARMOR VALUE	EV	COST
US Light Combat Armor	(D8 x 5) + 10(30)	10/5#	n/a
AoR Flak Coat	(D6 x 2) + 7(13)	6/3	\$1,000
AoR Stealth Armor	(D8 x 5) + 6(26)	8/4#	n/a
EOD Bomb Suit	(D8 x 5) + 20(40)	20/10%	\$6,000

Regardless of EV, this item moderately encumbers a character when worn.

% Regardless of EV, this item heavily encumbers a character when worn.

US Light Combat Armor: A lighter, more mobile version of the full "clamshell" suit, this model has lighter plates instead of a full, self-contained clamshell, along with a light helmet with visor, and detachable breath mask. The helmet is proof against irritants getting in the eyes, and it provides an air supply. The suit is not airtight, so there is no protection against contact activated chemical or biological agents. The light model is intended for use by Special Operations units.

AoR Flak Coat: This heavy coat provides protection with a Kevlar mesh interior and overlain (if thin) ceramic plates in the lining. The coat's high collar reaches up almost to the eyes, covering much of the head and all the neck except the front. Typically worn by officers and elite shock troops, the flak coat's AV supplements that of any other armor worn beneath it, combining the two values rather than averaging them.

AoR Stealth Armor: Slimmed down for the Orders of Thule (and probably other elite units in the future), these experimental suits utilize technology first seen in AoR Battle Dress. The full suit includes pull-down, integrated night vision/thermal goggles, a 3-hour oxygen supply and air filter, digital radio (*Encryption: 3, Range: 2 miles/3.5 km*), weapon HUD (as per the US Combat Armor), and silenced joints and soles.

Most important of all is the armor's "active" stealth coating. The paint blends with a predetermined environment (+2 to Stealth Tasks in that environment), but the wearer can send a static shock throughout the armor to cause the paint to turn entirely black (+4 to Stealth Tasks in darkness.) Another shock reverts the paint to camouflage mode. This makes the armor's surface a bit hot, granting thermal devices a +2 bonus to detect it for 5 minutes after a color change. Although brief, the static shock will register briefly on EM detectors, thermal goggles, and the like.

EOD Bomb Suit: Used by Explosive Ordinance Disposal personnel, this is a heavily reinforced, sealed full suit of body armor used to get close to explosive devices for disarming. Although the suit has a minimal effect on agility in the hands (-1 penalty), all other Dexterity-related Tasks and Tests are severely hampered by a -4 penalty, and reduce speed by half. Reduce the armor-piercing effect and Damage Multiplier of explosives and slashing weapons by 1.

New Weapon Characteristics

The focus on weapons and gear inherent to most military-centric games begs for greater detail and clarification. Besides differentiating between the various types of guidance systems, the accuracy of a weapon has been separated from that of the vehicle or portable targeting system housing it to grant the Chronicler greater freedom and consistency should he choose to mix and match weapon systems or build his own vehicles.

Guided Weapons

Several types of guidance systems for ordinance exist. If not present, the weapon is considered "dumb" (non-guided.) A guided weapon, whether self-guided or operator controlled, is allowed a new Strike Task every Turn it is in flight before it hits (or misses) its target, representing its ability to continually work to acquire the target, but it *must* make a new roll each Turn if the latter is moving. How many Turns shall pass before the target is reached depends upon the weapon's speed, along with the target's distance and speed.

Some weapons list more than one guidance type, indicating the operator may choose which to use, although this must usually be decided when the weapon is prepared for combat and not on the fly. A submunition (smaller weapons fired from or released by the primary weapon upon impact or at a specified moment prior to impact) with a different guidance device than the main weapon will also have a value listed.

See a weapon's statistics for its guidance system's Accuracy and/or Attack values.

ACCURACY VALUE (WEAPON)

This is the base accuracy of the weapon. Representing the weapon's overall targeting system capabilities. A vehicle's Base Accuracy often modifies this value, as may an operator's skill, but not always (*Armageddon*, pg 143.)

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ATTACK VALUE (WEAPON)

Entirely self-guided weapons, which do not normally benefit from an operator's skill or attention while in-flight, have an Attack value instead of Accuracy. When making a Strike Task for the weapon, roll D10 and add the weapon's Attack value. An operator may add Aiming Task Success Levels to this roll, but only while still somewhat involved in the targeting process; this is almost always restricted entirely to the moment of firing. Once/if the weapon has become entirely self-guided (normally if an in-flight course change is made by the weapon itself and another Strike Task is required) the operator's Aiming Task results no longer apply and the weapon is on its own.

Submunitions are considered self-guided and never gain the benefit of an operator's skill.

SPEED (WEAPON)

A weapon's speed is given in miles and kilometers per hour and yards traveled per Turn, with the understanding that each Turn is 5 seconds long. If desired, this can be used to determine how many Turns pass before a weapon reaches its target, allowing guided weapons to adjust course by making a new Strike Task each Turn until impact if desired (and possible), while also allowing a target the chance to get out of the way. **A word of warning:** although this will make combat more suspenseful and realistic, it also means combat can take much longer because there are more factors to keep track of.

See "Bombing," pg 108, for details on determining a bomb's speed.

Fire and Forget (FF) weapons utilize internally stored coordinates, battle computer-fed directions, or recorded images. These self-guided weapons do not benefit from an operator's skill and use Attack rather than Accuracy.

Global Positioning System (GPS) weapons use satellites or a high-altitude reconnaissance or command aircraft to provide targeting and tracking data. Although incredibly effective, such

The following codes represent the various forms of weapon guidance:

FF = Fire and Forget

IR= Infrared/Heat-Seeking

RG = Radar Guided

RGH = Radar Guided, Hunting

LG = Laser Guided

OG = Optically Guidance

SG = Sonar Guided

WG= Wire Guided

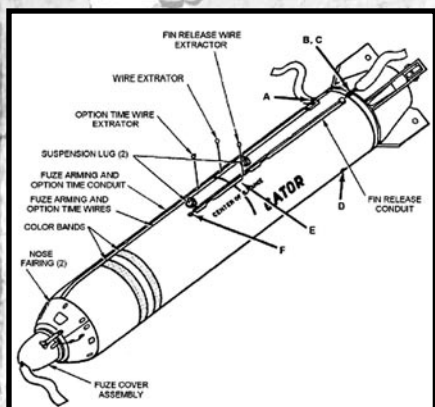
weapons are now rare because of the damage done by the AoR to the global satellite network.

Infrared/Heat-Seeking (IR)

weapons literally seek heat, meaning they target the hottest thing in their line of fire. While effective, a prepared target can use alternate heat sources, like flares, to confuse such a weapon. Use common sense to decide how hot a target must be to attract a heat-seeking weapon (or use the modifiers for thermal imaging goggles, pg 175.)

Laser Guided (LG) weapons require the target be "painted" with a guidance laser that it then follows, meaning whoever is operating the laser rolls the Strike Task; add any Accuracy value to the laser operator's roll. If the laser is removed from the target or the target moves too fast for the laser to remain fixed, a new Strike Task must be made (if there is enough time), otherwise it uses its previous Strike Task. If there was no previous Strike Task or the target has moved well away from the location the previous Strike Task targeted, the attack misses and hits the previous location instead.

Optically Guided (OG) weapons use a visual sensor (most often a camera.) The signal is broadcast on a secure channel to an operator or is directly relayed to an internal computer. In the case of the operator viewing the signal, he is the one who makes any new Strike Tasks for the weapon.



Radar Guided (RG) weapons use radar equipment that is either mounted within or somewhere else, such as a command vehicle that then relays the targeting information to the weapon. Such weapons are at a disadvantage against targets in rough terrain or other circumstances that can confuse or block a radar signal, so these weapons are most often employed against aircraft.

A radar-hunting missile (indicated with "H") seeks out and homes in on active radar signals, adding the radar value of any active radar equipment it is attacking as a bonus to its Strike Task.

Sonar Guided (SG) weapons are treated the same as radar guided weapons, except they utilize sonar.

Wire Guided (WG) weapons are a variation of optical targeting—instead of a broadcasted signal, the video is relayed through a wire that trails behind the weapon. The danger of such a weapon is that the wire can be cut by anything passing between the weapon and its targeting system.

Guided Weapons, Fast and Loose

Do you find the various types of guided weapons to be too much to keep track of? If so, break them down into two simpler categories: Accuracy and Attack skill. Ignore all other details.

Close Combat Weapons

Bayonet: A stabbing blade for mounting beneath a rifle barrel, turning the latter into a melee weapon for close-quarters combat. In a pinch it can be used as a regular knife. Notching the blade adds 1 to damage before multiplying.

Climbing Hammer: The head of this light hammer has a wedge-shaped edge on one side with a serrated pick on the other. It aids in climbing (+1 to Climbing Tasks), and is also used to gain purchase on ice and snow. Only the pick side causes slashing/piercing damage.

Entrenching Tool: Infantrymen carry this stubby hand shovel for digging trenches, foxholes, and firepits. The sharpened edges can double as a light axe or even a weapon, although at a -1 penalty to the Strike Task.

Survival Knife: Grants the wielder a +1 bonus for Survival skill Tasks due to its meager hilt supplies, such as fishing line, matches, needle and thread, etc. The blade's reverse edge is serrated to act as a saw and notched to cut wire.

Close Combat Weapon Table

WEAPON	DAMAGE	EV	COST
Bayonet, Mounted	D6(3) x Strength*	+1/1	\$50
Bayonet, Unmounted	D4(2) x (Strength - 1)*	1/1	\$50
Climbing Hammer	D4(2) x (Strength - 1)	1/1	\$75
Entrenching Tool	D8(4) x (Strength - 1)*&	6/3	\$45
Survival Knife	(D4(2) +1) x Strength*	1/1	\$75

* Slashing/piercing weapon

& Weapon may be used two-handed

Ranged Weapons

APS Underwater Assault Rifle:

The APS is of Russian design and has been adopted by other nations' SpecOps. Fed from an oddly shaped magazine, the APS fires fin-stabilized darts with relatively good sound suppression (-3 penalty to any Perception Task or Test to hear the weapon report.) Range is based on depth underwater.

DEPTH	RANGE
Surface	4/15/30/60/100
5 yards	4/10/15/20/30
20 yards	4/8/10/15/20
40 yards	2/4/6/8/10



Dart Pistol: Manufactured by a multitude of companies and used primarily in laboratories, animal research, and tracking conditions, this CO2 weapon is commonly referred to as a tranquilizer or tranq gun, though it may fire any dart type. The weapon is quite, little louder than a silenced firearm. A four-pack of CO2 cartridges costs \$4 and each cartridge is good for roughly 10 shots.

Dart Rifle: This CO2 rifle uses the same ammunition as the dart pistol. The CO2 cartridges are larger than those of the pistol and cost \$8 each. A canister is good for roughly 10 shots.

Flamethrower: The necessities of the current war reintroduced the flamethrower to the American arsenal. The rifle-like flamethrower spews a flaming gel fed from a back-mounted storage unit. The unit is so bulky that it automatically causes at least medium encumbrance. The burning gel splatters and ignites combustibles while sticking to whatever it touches, and continues roasting it every Turn until extinguished or it burns out on its own.

Flamethrowers may be fired in bursts—up to 3 per Turn—with each requiring an action. The gel may also be sprayed at one or more targets at Medium range or less by continually depressing the trigger. This expends D6(3) bursts per Turn; each Success Level in the Dexterity and Guns (Flamethrower) Task means one burst hits (the operator allocates among the targets as desired.) Anyone hit with 3 or more bursts is engulfed and suffers D6 x 2(6) damage per Turn. Extinguishing the gel is no easy task.

Hitting the gel tank with a piercing/slashing/bullet attack is performed with a -2 penalty and must overcome an AV of 6, but success guarantees an explosion. Roll D10 and only on a 1 or 2 is the operator safe, otherwise he is engulfed in flames, and everyone else in 5 yards is hit with a burst.

Flare Gun: Though technically survival gear, a flare gun can be a weapon in dire situations, but at -2 to the Strike Tasks. When fired into the air, the flare explodes at its apex, roughly 300 yards up, lighting a 100-yard area with dim light. A parachute affixed to the flare means it will burn and illuminate D6 x 4(12) Turns before impacting the ground. Areas already filled with dim or brighter light are unaffected. When a flare is fired, anyone who does not somehow shield their eyes must make a Simple Dexterity Test or reflexively look at the flare, temporarily blinding him for the duration plus D6(3) Turns.

If 10 or more damage is suffered from a flare gun, the flare lodges in the target, causing D10(5) Fire damage per Turn. 12 flares cost \$30.

FN P-90: A short, ambidextrous, bull-pup design, the P-90's translucent magazine is fed in the top. The P-90 fires a unique round for improved armor-piercing capability, yet damage is still doubled afterward. Reflex sights are standard.

Gepard M8 (AoR): The latest of the popular Gepard sniper rifles, the AoR's M8 fires an expensive (\$70 per 5) 14.5mm round with a shaped charge penetrator warhead accompanied by a kinetic sabot. Thanks to this combination, the M8 divides a

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target's Armor or Barrier Value by 5 rather than 2 and still doubles the remaining damage. AoR snipers have made great use of the M8's superior armor-piercing capability against light armored vehicles, entrenched or barricaded infantry, and even against main battle tanks' weak spots.

The M8 comes standard with a scope and bipod.

HAR-19 (USA): The Heavy Assault Rifle was developed in 2013, when studies found the M-16A4 to be inadequate against "parabiological" threats. It was issued in numbers in 2015. The HAR-19 uses a two-stage .406 "ramjet" round, a hollow bullet filled with jet fuel. A low-power charge fires the round. While it is halfway out of the barrel, the air pushed into the hollow "mouth" of the round ignites the jet fuel

Ranged Weapon Table

WEAPON	RANGE	DAMAGE	CAP	EV	COST
HANDGUNS					
.50 Caliber	4/15/30/90/180	D10 x 4 (20)	7	3/2	\$,1800
9mm Machine Pistol @	3/10/20/50/100	D6 x 4(12)	15	2/1	\$750
10mm Machine Pistol @	3/10/20/60/120	D6 x 5(15)	15	2/1	\$1,500
Homemade (.22)	2/5/10/30/60	D4 x 2(4)	2-5	1/1	—
Homemade (9mm)	2/5/10/30/60	D6 x 4(12)	6-10	1/1	—
MP-16 @	3/15/30/100/200	D8 x 4(16)	16	1/1	\$600
Remington Handsweeper	Half that of a shotgun	Varies	4	3/2	\$900
Ruger P-99	3/10/20/60/120	D6 x 5(15)	15	1/1	\$450
SPP-1 Underwater Pistol (4.5mm SPS)	See Text	D4 x 4(8)	15	2/1	\$1,300
PSS Silenced Pistol (9mm)	3/10/20/60/120	D6 x 4(12)	6	1/1	\$1,200
SUBMACHINE GUNS @					
10mm	3/15/30/100/200	D6 x 5(15)	20-40	6/3	\$1,800
FN P-90	5/50/100//200/400	D6 x 4(12)*	50	5/3	\$2,350
Homemade (9mm)	2/7/15/50/100	D6 x 4(12)	20-40	4/2	—
SHOTGUNS					
KAS-70 Rapid Shotgun @	Varies	Varies	40	16/8	\$2,200
M-26 LSS @	Reduce by half	Varies	5	2/1	\$750
MAG-7	Reduce by half	Varies	5	6/3	\$850
Master Key	Reduce by half	Varies	5	+4/2	\$500
Striker "Streetsweeper"	Varies	Varies	12	10/5	\$1,200
USAS-12 Assault Shotgun @	Varies	Varies	10	8/4	\$1,500
ASSAULT RIFLES @					
APS Underwater Assault Rifle	See Text	D6 x 4(12)	26	6/3	\$3,000
HAR-19	15/75/225/900/1200	D10 x 6(30)*	20	12/6	\$1,500
KR-20 Rifle	10/50/150/600/1000	D8 x 5(20)	30	10/5	\$1,000

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and accelerates it to supersonic speeds. The weapon has a heavier recoil than the M-16A4, but the result is a bullet with the power and penetration of a .50 caliber machine gun round. The HAR-19 can be outfitted with Computer Sights (see M-16A4), but adds 1 to the weapon's EV.

The weapon's caliber and lethality make it inappropriate for use against people as per the Geneva Convention, but by 2015 nobody is paying much attention to such rules. A torso hit with an HAR-19 is almost invariably fatal to normal humans. In game terms, divide the Armor or Barrier Value of most targets by 2, but damage after penetration is still doubled.

Ranged Weapon Table, Continued

WEAPON	RANGE	DAMAGE	CAP	EV	COST
KR-22 Rifle	10/40/120/480/750	D8 x 4(16)**	24	9/5#	\$100
KR-25 Carbine	10/30/90/360/600	D6 x 5(15)*	30	8/4	\$800
M-16A4 Rifle	10/50/150/600/1000	D8 x 4(16)**	30	10/5	\$900
M-16B4 Carbine	5/25/75/300/500	D8 x 4(16)**	30	7/4	\$650
VAL AS 6P30 Silent Assault Rifle	10/50/150/600/1000	D6 x 4(12)	20	6/3	\$3,000
SNIPER RIFLES					
Gepard M8	10/50/300/600/1200	D8 x 6(24)&&	5	44/22#	\$4,000
KR-44 Silenced Rifle	15/75/250/1000/1500	D8 x 5(20)*	15	10/5#	\$2,750
Steyr IWS2000	20/100/500/1000/3000	D10 x 7(35)&	5	40/20#	\$3,500
Machine Guns@					
K420 SAW	15/75/250/1000/1500	D8 x 5(20)	50	19/9##	\$1,400
K424	15/225/500/2500/8000	D10 x 6(30)*	50	36/18##	\$3,200
M249 SAW	15/75/225/900/1200	D8 x 4(16)	30	16/8##	\$1,200
M260 SAW	15/75/225/900/1200	D10 x 6(30)*	20	31/15##	\$2,500
M307 OSCW, AP	10/150/500/2000/4000	D10 x 5(25)&	75	72/36	\$25,000
SPECIAL					
Dart Pistol	5/10/25/50/100	D4(2)	3	1/1	\$200
Dart Rifle	5/25/50/100/200	D6(3)	7	8/4	\$500
Flamethrower	20/40/50/60/65	D6(3) per Turn	10	50/25	\$900
Flare Gun	3/15/25/45/100	D6 x 3(9)	1	2/1	\$50
X-K-50RWS	Varies	Varies	Varies	160/80	\$42,000

@ Capable of burst or automatic fire

EV includes bipod (1/1)

EV includes bipod (1/1) and ammo (6/3)

* Divide Target's AV by 2 before applying damage

** Divide Target's AV by 3 before applying damage

& Divide Target's AV by 4 before applying damage

&& Divide Target's AV by 5 before applying damage

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One drawback of the HAR-19 (and the M260) is that the ramjets tend to leave a contrail as they fly forward. This means that it is easy to spot the shooter. The contrails can be spotted with a Simple Perception Test or a Perception and Notice Task, with a +1 bonus when there is little or no wind. In a normal battlefield, smoke from explosions and fires makes the contrails effectively invisible, however.

The HAR-19 also has a RAS-mounted 40mm grenade launcher (see pg 183.)

Homemade Firearm: Resistance fighters are often forced to make their own guns using makeshift tools to work common materials. These weapons cannot compare to those made at proper facilities, so their performance suffers. All are -1 (or worse) to Strike Tasks, and jam on a 4 or less during a roll for the Rule of 1, rendering it incapable of firing. Clearing a jammed weapon requires partial dismantling for D6 x 3(9) Turns. If the final Strike Task result is zero or less, the gun explodes; roll damage against the wielder as though the homemade gun shot him. An exploded weapon is ruined.

KAS-70 Rapid Shotgun (AoR): This is essentially a belt-fed, light machine gun that fires shotgun shells. It is a devastating, urban and close-quarters combat weapon.

KR-20 Rifle (AoR): The standard issue firearm of the Army of Revelations fires a 7.62mm cartridge.

KR-22 Rifle (AoR): Intended for paratroopers and extended operations behind enemy lines, this AoR rifle has been adapted to fire the same round as the US M-16A4. This allows ammunition to be stolen from enemy casualties and depots. A bipod allows it to be used as a support weapon.

KR-25 Carbine (AoR): A carbine modification of the standard KR-20, the KR-25 uses armor-piercing 10mm rounds and may be fitted with a SOPMOD kit (see M-16B4, minus the M-16A4 HUD option.)

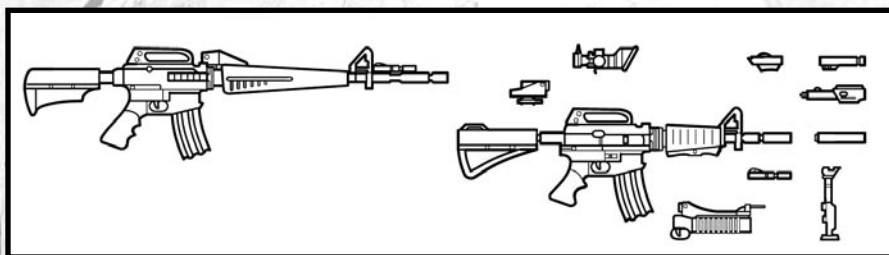
KR-44 Silenced Rifle (AoR): Equipped with an integrated silencer and flash suppressor (-3 penalty to any Perception Task or Test to hear the weapon report and notice the flash), the KR-44 fires a unique and expensive 7.62mm long bullet equipped with a kinetic penetrator that crumples and falls away upon impact, allowing the flechette core behind it to strike at the weakened spot.

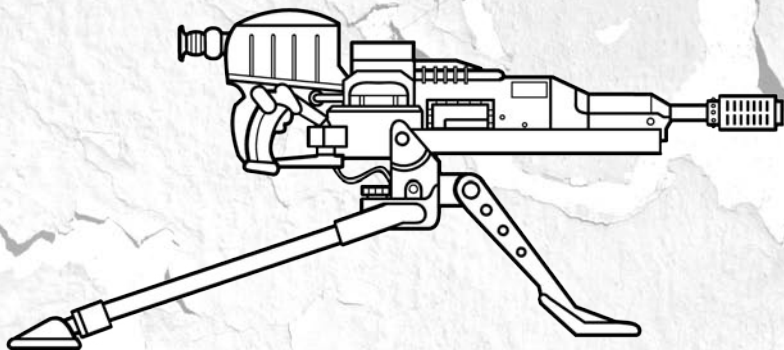
K420 SAW (AoR): The Squad Automatic Weapon is a light machine gun employed by AoR paratrooper and infantry units, typically one per squad. It fires the same 7.62 round as the KR-20.

K424 Machine Gun (AoR): The AoR's heavy machine gun of choice, the K424 uses an armor-piercing .50 caliber ramjet round.

M-16A4 (USA): The US Army adopted this assault rifle, an enhanced version of the M-16, in 2004. The major improvements are its computerized sights and its ammunition. When used in conjunction with the US Combat Armor Helmet, the rifle acts as a video camera, displaying what it "sees" on a Heads-Up-Display (HUD) in the helmet. This allows the user to aim the gun without exposing his head. The Computer Sight also includes infrared and low-light capability. The M-16A4 fires a steel round that pierces 15mm armor with ease (treat as normal armor-piercing bullets, but divide armor by 3 instead of 2.)

M-16B4 Carbine (USA): The M-16AB is a carbine model of the A4 assault rifle. The shortened barrel makes the B4 better suited for urban combat





(at the cost of a reduced range), but its best feature is the SOPMOD kit, a number of interchangeable modules that can be added to the M-16B4 by replacing the HUD, handle, and RAS (Rail Adopter System, a.k.a. the front hand guard) with a number of possible “blocks” of extra gear. The available locations for a SOPMOD block are the stock, top, RAS, barrel side, or barrel’s mouth, with a limit of one block per location at a time except for the barrel side, which may accommodate one per side. In all other respects, the B4 operates like the A4, making it an ideal weapon for SpecOps.

The available blocks are:

Barrel

- Dual Suppressor
- Flash Suppressor
- Silencer
- Extender (+1 to damage roll before multiplier)

Barrel Side (2 blocks simultaneously)

- Laser Sight
- Flashlight
- Video camera w/relay

RAS Block

- Any RAS-capable weapons
- Bipod (EV +1/1)
- Forward handgrip (increased stability changes range to 10/50/125/400/500)

Stock Block

- Folding stock (EV of 6/4 when collapsed but additional -1 penalty when using semi- or automatic fire)

Top Block

- Carrying handle (standard)
- M-16A4 HUD
- Scope or sight

M249 SAW (USA): The Squad Automatic Weapon is a light machine gun issued to US infantry units, typically one per squad. It fires the same 5.56 round of the M-16A4 Rifle.

M-26 LSS (USA): A shotgun system designed to be mounted upon any RAS-capable weapon, the Lightweight Shotgun System is a favorite among SpecOps units for close-quarters and urban battle.

M260 MSAW (USA): The M260 is a recently issued replacement for the M249. It fires the same .406 ramjet rounds as the HAR-19. Its heavy weight makes it somewhat unpopular as an infantry weapon, however.

M307 OCSW (USA): The Objective Crew Served Weapon is a two-man portable, crew-served machine gun that fires a series of 25mm armor-piercing (divide AV by 4) or high explosive rounds (pg 198.) The weapon consists of the gun, fire control unit, ammunition module, and tripod. Although designed as a squad support weapon, the M307 is equally effective against slow-moving aircraft, armored vehicles, and watercraft. It may also be mounted on vehicles in place of a standard heavy machine gun. The fire control HUD unit has night vision and thermal optics and is equipped with a laser rangefinder/sight (+2 bonus to aimed shots, in addition to the normal aiming bonus.) A box of 75 AP rounds costs \$1200.

MAG-7: Techno Arms of South America manufactures the MAG-7, an incredibly short, pump-action shotgun intended for hostage rescue and close-quarters combat. Because the MAG-7's

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ammunition is fed through the pistol grip, it requires shorter than standard shells (slightly more expensive.) The MAG-7 can fire buckshot, slugs, and FSF shells. A metal stock that folds up over the top of the weapon is standard.



Master Key: This is a snub-nosed, pump-action shotgun, minus the stock and handgrip mounted using the RAS (see pg 183.)

MP-16 (AoR): This machine pistol, an 11mm pistol capable of fully automatic fire, is the standard issue of the Soul Police. It is not very accurate, but ideal for firing into crowds or for house-to-house fighting.



PSS Silenced Pistol:

Created for use by Russian Special Forces, the

PSS has since become a staple of the SpecOps community, including the AoR. The PSS' design, in cooperation with the special SP-4 round, allows this weapon to operate as though it had mounted dual suppressor, though without the extra weight and length. What's more, the PSS is far more silent than a weapon with an external suppressor (-3 penalty to any Perception Task or Test to hear the weapon report and see the muzzle flash; a -5 penalty to hear the report when also using SP-4 rounds.)

Remington Handsweeper:

This handgun fires 12-gauge shotgun rounds, providing devastating close-quarters ability.

Ruger P-99 (USA): This handgun replaced the Beretta 9mm pistol as the sidearm of the US Armed Forces in 2007. Many units are still outfitted with the lighter pistol, however (use the stats of the 9mm, with a capacity of 15 shots.)

The P-99 fires a souped-up 9mm round, for greater range and stopping power. It also has a laser sight that adds a +2 bonus to aimed shots, in addition to the normal aiming bonus.

A modified version, the US Special Operations Command (SOCOM) P-99C is also available for American SpecOps units. The P-99C has an integrated dual suppressor (-3 penalty to any Perception Task or Test to hear the weapon report and -2 to see the muzzle flash) and usually fires subsonic rounds.

SPP-1 Underwater Pistol:

Though of Russian design and manufacture, SpecOps units of the world employ this weapon



for clandestine,

underwater

missions. Fed by

a breech-inserted

box that places a single

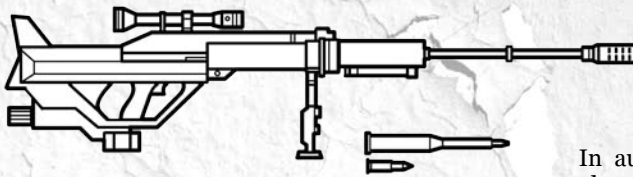
dart into each of its four smoothbore barrels, the self-cocking Tznitochmash SPP-1 fires each barrel in turn with relative silence (-3 penalty to any Perception Task or Test to hear the weapon report.) Range is based on depth underwater.

DEPTH	RANGE
Surface	2/5/10/15/20
5 yards	2/4/8/11/15
10 yards	2/4/6/8/10
40 yards	1/2/4/6/8

Steyr IWS2000 (USA and AoR):

One of the world's most powerful AMRs (Anti-materiel Rifle), the smoothbore IWS2000 operates equally well as a sniper weapon. The prohibitive costs of both it and its ammunition (\$40 per magazine) limit the IWS (Infantry Weapon System) to elite units.

The IWS2000 fires a unique 15.2mm APFSDS (Armor-piercing, Fin Stabilized, Discarding Sabot) at an extremely high-velocity, giving it incredible armor-piercing capabilities (divide AV 4 rather than 2, but do not modify damage), even for a weapon of its impressive size. The round is a tungsten dart within a plastic/steel hybrid cartridge. The rifle can punch



through light armored vehicles, requiring an ingenious muzzle braking system that reduces the recoil to little more than that of a high-caliber hunting rifle. All this combines to make the IWS2000 so accurate over distance that the Strike Task penalties are only -2 at long range and -4 at extreme range.

The IWS2000 comes standard with a scope and bipod.

Striker Shotgun: Built by Armsel of South Africa, but manufactured in the US as the "Streetsweeper," this shotgun is favored by police tactical teams and SpecOps units. Once fired, the shells are ejected. A spent drum may be replaced or new shells inserted into the drum one at a time, as per a revolver cylinder. EV is 8/4 when the stock is folded.

USAS-12 Assault Shotgun: A fully automatic shotgun, the USAS-12 is limited to military and law enforcement use.

VAL AS 6P30 Silent Assault Rifle: This integrally silenced assault rifle retains a good deal of power despite firing specially machined 9mm SP-6 subsonic ammunition (Perception Tasks and Tests at -5 to hear this weapon being fired.)

X-K-50RWS (AoR): The X-K-50 Remote Weapon Station can be deployed in a stationary mount or upon a vehicle, in either remote or automatic mode. The turret sits on an elevated tripod for hiding behind and then firing over obstacles, can elevate 60° and depress -20° while being able to traverse a full 360°. Any sort of machine gun or an automatic grenade launcher module may be mounted (500 rounds for machine guns, 100 for the grenade launcher.) The unit has an AV of 40 and DC of 35; +20/10 EV for 5.56mm or 7.62mm machine guns, +44/22 for .50 caliber machine guns, or +120/60 for a 40mm grenade launcher.

In remote mode, an operator can use an LCD-equipped hand unit with directional and fire controls to aim the weapon through use of its color video/infrared camera. The operator attacks with the remote weapon in the normal

fashion, but suffers -3 penalty to Strike Tasks, and Perception Tasks and Tests.

In automatic mode, an internal computer uses advanced AI and Identify Friend or Foe (IFF) software to detect and attack targets. The computer has an Intelligence of 2 for making Tests to identify enemy vehicle silhouettes, but it may also be set to fire at any movement the camera detects using its Perception 2 and Notice 2. Weapon skill is 2 regardless of the weapon module in use.

Firearms Ammunition

The military makes extensive use of alternate, special ammunition. Some of the available types follow.

Adamant Bullet: Atlantean-forged, these priceless bullets are in the hands of private citizens fighting of their own accord or by the very best of SpecOps units. Such bullets are ideal for use against supernatural threats and assassination. Twenty-five adamant bullets cost 2 character points for Atlantean Makers to create.

Bullet Dart: A highly modified bullet designed to act like a dart (see following for dart payload types), the bullet itself causes damage but has no Damage Multiplier, regardless of caliber and Success Levels from the Strike Task.

Dart, Poison: See *Armageddon* pg 134 to 135 for details. Cost varies by poison.

Dart, Tranquilizer: Narcotic, Strength 3. The tranquilizer causes unconsciousness if a Simple Constitution Test is failed. Each additional dose raises the effective Strength of the tranquilizer by one and requires another Simple Constitution Test. The victim remains unconscious for four hours, minus one hour for every two Constitution levels (minimum one half hour.)

Dart, Tracer: A small homing tracer is injected just below the skin. Its

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Firearms Ammunition

TYPE	DAMAGE AND/OR ARMOR EFFECT	RANGE	COST
Adamant Bullet	Damage Multiplier +3*	Unchanged	n/a
Bullet Dart	No Damage Multiplier; Effect arises by Dart Type	Half Normal	+Half
Dart, Poison	Varies by Poison	Unchanged	Varies
Dart, Tracer	None	Unchanged	\$25
Dart, Tranquilizer	See Text	Unchanged	\$6
Dum Dum	Damage Multiplier +1 (See Text)	Unchanged	Unchanged
Hollow Point	Triple damage after doubling AV/BV	Unchanged	+1/10
Mk 51H	Half normal bullet + holy water	Reduce by half	Double
Mk 51I	Half normal bullet + D6 Fire	Reduce by half	Double
Mk 51S	+5 AV/DV, -2 damage	Unchanged	Triple
Mk 51T	Half normal bullet damage	Reduce by half	Triple
Mk 51W	Same	Reduce by half	Double
Riot	Endurance	Unchanged	+1/10
Shotgun, Dragon's Breath	D6 x 4(12) (Fire)	4/15/30/60/100	\$20
Shotgun, Flare	D6 x 2(6)	10/30/50/75/100	\$30
Shotgun, FSF	D8 x 5(20) (See Text)	5/50/100/200/300	\$65
Shotshell	Damage Multiplier -1	Reduce by 75%	Unchanged
Subsonic	Damage Multiplier -1	Unchanged	+Half
Thunder	D4 (2)	n/a	\$30
Tracer	Same	Unchanged	Unchanged
Wadcutter	Reduce Die Size By 1 Type	Reduce by 10%	+1/4

* Divide target's AV by 2 before applying damage

signal can be picked up and followed or triangulated by any properly equipped UHF receiver within two miles. A tasked satellite can track the signal almost anywhere on the planet. The tracer has enough power to transmit for 8 hours.

Dum Dum: The metal jacket surrounding the bullet's tip is removed to reveal the lead core, allowing it to expand on impact to cause more damage to soft targets, such as flesh, although it will not penetrate as well. If applied to an armor-piercing bullet, the round loses that quality entirely. If applied to a normal bullet, an armored target increases its AV by 10. The round suffers an additional -1 penalty to attack at Long and Extreme ranges.

Hollow Point: Centered in the bullet's unjacketed tip is a concave pit, allowing the bullet to expand in a mushroom shape and thus tear through more of a soft target, although penetration is reduced. If applied to an armor-piercing bullet, the round loses that quality entirely. If applied to a normal bullet, an armored target doubles its AV or BV, but any damage that surpasses that amount is tripled.

Mk 51: Section 51 developed this series of special rounds, and they are their sole users. Each round carries a reduced powder charge, while the remainder of the bullet is a plastic sheath that crumples on impact, releasing a variety of contents.

Tools of War

51H: Holy Water. Results vary, but each bullet has about a thimble's worth.

51I: Incendiary. Besides half the round's normal bullet damage, white phosphorous causes D6(3) Fire damage.

51S: Silver. If armored, increase the target's AV or BV by 5.

51T: Tracer. A small GPS tracer is injected into the target. It has enough power for 12 hours.

51W: Wood. A wooden sabot is fired into the target on impact. Section 51 has been known to use wood taken from holy relics (meaning they are filled with Essence), creating a great weapon against vampires. The round has poor penetration, however—if an object has an AV or BV, increase the value by 4.

Riot: Available in most pistol, sub-machine gun, shotgun (slugs only), and rifle rounds (shy of a .50), these rubber-tipped bullets are meant to incapacitate an opponent rather than kill him by doing Endurance damage. One Life point of damage is caused per four points of Endurance damage suffered. Double all Armor Values against riot bullets.

Shotgun, Dragon's Breath: This is a standard shell casing filled with thermite. When fired, the shell causes a fireball to burst from the shotgun (which damages the weapon with continued use.) Anyone hit with the initial blast is "engulfed" in flames and takes D6(3) Fire damage each Turn after the first until the flames are extinguished. The cost is per box of 4.

Shotgun, Flare: The flare burns for a few seconds and illuminates an area five yards to either side of its path, otherwise treat as a flare gun. There is a -1 to a Strike Task against a specific target. Cost is per box of 10.

Shotgun, FSF (Fin Stabilized Flechette): This round has the same damage and range as a slug. The round is considered to be an armor-piercing round and drops the AV of armor by one-quarter (round up) while still doubling damage afterward. Cost is per box of 10.

Shotshell: A shotshell is a cartridge with the bullet removed to accommodate pellets, causing them to act like shotgun birdshot. Because the shot pellets could easily foul an automatic weapon, they are currently limited to revolvers. Reduce the round's usual Damage Multiplier by 1.

Subsonic: Apply a -3 penalty to any Perception Task or Test to hear the weapon's report. However, the Damage Multiplier is reduced by 1 due to the reduced impact. Shotgun shells cannot be subsonic.

Thunder: When fired, anyone directly in front of the shotgun may suffer minor burns, but those within 5 yards are affected as though by a flash bang (pg 189), except the penalty suffered is only -3. There is no attack roll for this effect, but the shotgun's operator should take steps to ensure he remains unaffected. The cost is per box of 4.

Tracer: Leaving a trail of colored phosphorous as it flies, a tracer makes it easier to strike one's target. The attacker gains a +1 to the Strike Task when using Tracer rounds on their own or staggered with normal rounds, but only when fired from a fully automatic weapon. However, the tracers' fluorescent trail can be followed back to the shooter, giving away his position.

Wadcutter: This lighter, lubricated round is designed for target shooting, and is more accurate than standard ammunition, reducing range penalties to 0 at Medium Range, -2 at Long Range, and -5 at Extreme Range. The lighter weight reduces the die normally rolled for damage by 1 type (D8 to D6, for instance.) Also, reduce the weapon's ranges by one-tenth and increase the target's AV (if any) by 5.

Explosives

40mm HE Grenade: These grenades are launched from a weapon and explode on contact. Adding an airburst reduce the Damage Multiplier by one-quarter but double all explosive ranges.) Cost is per box of 6; increase to \$900 with airburst fuses.

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Grenade Table

WEAPON	DAMAGE	AP FACTOR	RANGE	CAP	EV	COST
40mm HE Grenade	Varies	None	30*/50/100/200/350**	1	1/1	\$600
40mm AP Grenade	Varies	5 SC	30*/50/100/200/350**	1	1/1	\$550
40mm HEDP Grenade	Varies	2 SC	30*/50/100/200/350**	1	1/1	\$600
40mm Shotshell	D8 x 6(24)	None	3/10/20/30/50	1	1/1	\$100
40mm Smoke	None	None	30/50/100/200/350**	1	1/1	\$120
40mm Tear Gas	See Text	None	30/50/100/200/350**	1	1/1	\$300
40mm White Phosphorous	See Text	None	30*/50/100/200/350**	1	1/1	\$500
Grenade, Flash Bang	See Text	None	3/7/10/13/20	1	1/1	\$120
Grenade, Smoke	None	None	3/7/10/13/20	1	1/1	\$60
Grenade, Tear Gas	See Text	None	3/7/10/13/20	1	1/1	\$60
HAR-19 Grenade Launcher	n/a	None	10/100/200/300/500	1	4/2	n/a
M-19 Grenade Launcher	n/a	None	20/100/500/1500/2000	200	200 / 100	n/a
M203 Grenade Launcher	n/a	None	30/50/100/200/350	1	4/2	\$500
MM-1 Grenade Launcher	n/a	None	30/50/100/200/350	12	12/6	\$800
Rifle Launched Grenade	Varies	None or 2 SC	30/50/100/200/300	1	2/1	\$400
Z-90 Grenade Launcher	n/a	None	30/150/750/2250/3000	200	150 / 75	n/a

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works and/or it arms itself.

** Range based on the M203. Adjust accordingly when used in other 40mm grenade launchers.

Explosion Reminders

The target's location relative to the explosion is based on the Strike Task's Success Levels:

4+ Direct Contact. Bombs, shells, and grenades double Ground Zero damage. Missiles and rockets cause Ground Zero damage. Fully sealed body armor is at full AV, all other armor is at half AV. Armor-piercing is only applied at this distance.

3 is Ground Zero, but not in contact. Armor has the same effect as for Direct Contact

2 is General Effect. All armor protects at full AV.

1 is Maximum Range damage. All armor protects at full AV.

Tools of War

Grenade Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
40mm HE Grenade	2 yards	6 yards	10 yards
40mm AP Grenade	1 yard	4 yards	6 yards
40mm HEDP Grenade	1 yard	6 yards	10 yards
40mm White Phosphorous	1 yard	6 yards	10 yards
Grenade, White Phosphorus	1 yard	3 yards	6 yards
Rifle Launched Grenade, A-P	2 yard	6 yards	10 yards
Rifle Launched Grenade, A-V	1 yard	3 yards	5 yards

Grenade Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
40mm HE Grenade	D6 x 12(36)	D6 x 10(30)	D6 x 4(12)
40mm AP Grenade	D10 x 6(30)*	D6 x 5(15)	D6 x 3(9)
40mm HEDP Grenade	D10 x 6(30)@	D6 x 8(24)	D6 x 4(12)
40mm White Phosphorous**	D6 x 8(24)	D6 x 6(16)	D6 x 2(6)
Grenade, White Phosphorus**	D6 x 6(18)	D6 x 4(12)	D6 x 2(6)
Rifle Launched Grenade, A-P	D6 x 10(30)	D6 x 8(24)	D6 x 3(9)
Rifle Launched Grenade, A-V	D6 x 8(24)	D6 x 6(18)	D6 x 2(6)

* Divide Target's AV by 5 before applying damage

@ Divide Target's AV by 2 before applying damage

** Fire damage that continues burning, causing damage each Turn, until it either burns down or is extinguished

40mm AP Grenade: The armor-piercing (AP) version is effective against hard targets.

40mm HEDP Grenade: The High Explosive, Dual Purpose (HEDP) grenade has a shaped-charge warhead and a pre-fragmented casing, making it deadly against both hard (vehicles) and soft (people) targets. Cost is per box of 6.

40mm Shotshell: The grenade casing is filled with pellets, causing them to act like shotgun buckshot upon leaving the launcher and does not suffer the usual 30-yard minimum distance.

40mm Smoke: Creates a smoke cloud that disperses after ten Turns, but a moderate wind can disperse it in four Turns or a strong wind in one Turn. Cost is for a box of six. Burst radius for this weapon spreads out per Turn.

Turn 1: 1 yard radius
Turn 2: 3 yard radius
Turn 3: 5 yard radius

40mm Tear Gas: Creates a gas cloud that disperses after ten Turns, but a moderate wind can disperse it in four Turns or a strong wind in one Turn. Cost is for a box of six. Burst radius for this weapon spreads out per Turn. See page 143 for information on tear gas.

Turn 1: 2 yard radius
Turn 2: 3 yard radius
Turn 3: 5 yard radius

40mm White Phosphorous: As per a white phosphorous grenade, pg 190. Cost is for a box of 6.

Grenade, Flash Bang: A flash bang stuns and disorients by exploding with a blinding flash and incredibly loud, concussive bang. Anyone within 3 yards (10 yards in an enclosed area) of the impact makes a Willpower and Constitution Test with a -8 modifier or becomes disoriented, suffering a -6 penalty to all actions for D8(4) Turns. Taking precautions, such as looking

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away or covering one's ears, may grant a +2 to +4 bonus. Combustibles within the immediate area have a chance of being ignited by the flash.

Grenade, Smoke: The grenade dispenses a cloud of smoke that disperses after ten Turns, but a moderate wind can disperse it in four Turns or a strong wind in one Turn. Cost is for a box of 6. The burst radius for this weapon spreads out per Turn. Strike or Perception Tasks and Tests into, out of, or through the cloud suffer a -3 penalty (-1 in a moderate or stronger wind) unless aided by smoke-defeating equipment.

Turn 1: 1 yard radius

Turn 2: 3 yard radius

Turn 3: 5 yard radius

Double radiuses in enclosed conditions.

Grenade, Tear Gas: The grenade dispenses a cloud of tear gas that disperses after ten Turns, but a moderate wind can disperse it in four Turns or a strong wind in one Turn. Cost is for a box of 6. The burst radius for this weapon spreads out per Turn. See page 143 for information on tear gas.

Turn 1: 2 yard radius

Turn 2: 3 yard radius

Turn 3: 5 yard radius

Double radiuses in enclosed conditions.

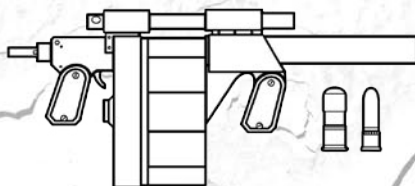
Grenade, White Phosphorous: In addition to the listed damage, which is all Fire, the victim suffers D4(2) points of Fire damage per Turn until the flame is put out. The grenade also creates a cloud of smoke. Treat the smoke as a smoke grenade, but the radius is only one yard.

M-19 Automatic Launcher (USA): This is a US Army machine gun that fires 40mm grenades instead of regular bullets. The M-19 can saturate an area with explosives for use against infantry, or with shaped-charge, armor-piercing rounds to destroy lightly armored vehicles. The typical round is the HEDP (High Explosive, Dual Purpose) grenade, which acts as a shaped-charge explosive against hard targets, but which also fires deadly fragments. Launched grenades use a Dexterity and Guns (Grenade Launcher) Task. Hand grenade scatter rules apply.

M203 Launcher: The "break-open" 40mm M203 grenade launcher mounts

to a RAS (Rail Adopter System) and custom or manufactured weapons smaller than a carbine cannot accommodate it. It also comes in an alternate arrangement, with a pistol grip and elevating sight for independent use. This modified version costs \$800 and remains RAS-capable. Launched grenades use a Dexterity and Guns (Grenade Launcher) Task. Hand grenade scatter rules apply.

MM-1 Launcher: This American-made revolving grenade launcher is a favorite among SpecOps units despite its bulk, but sees little use in the regular army. Police, especially in riot situations, also use this grenade launcher for firing tear gas. The MM-1's cylinder must be reloaded one chamber at a time. Launched grenades use a Dexterity and Guns (Grenade Launcher) Task. Hand grenade scatter rules apply.



Rifle Launched Grenade: This grenade is fitted to a rifle's barrel with a metal cup. When the rifle fires, the bullet activates the grenades fuse and otherwise harmlessly lodges itself into the explosive's shell while the gas of its firing propels the grenade towards its target. Unless fired at point-blank range, these weapons must be fired indirectly. There are essentially two types of rifle launched grenades: anti-vehicle (AP factor 2 SC) and anti-personnel (no AP factor.) Launched grenades use a Dexterity and Guns (Grenade Launcher) Task. Hand grenade scatter rules apply.

Z-90 Automatic Grenade Launcher (AoR): An advanced, lightweight 40mm grenade launcher, the Z-90 "Hailstorm" is the primary crew-served grenade launcher of the AoR. It sports an "over the barrel" HUD with thermal magnification and a laser rangefinder (+2 bonus to aimed shots, in addition to the normal aiming bonus.) Launched grenades use a Dexterity and Guns (Grenade Launcher) Task. Hand grenade scatter rules apply.

Tools of War

Mortar Table

The basic 60mm, 81mm, and 120mm mortars are fielded by both sides of the war.

WEAPON	DAMAGE	AP FACTOR	VEHICLE DAMAGE MODIFIER	RANGE	CAP	EV	COST
60mm HE Shell	Varies	None	x2	70*/3500	1	8/4	\$120
60mm Smoke Shell	None	None	None	100*/3500	1	8/4	\$25
60mm Illuminator Shell	None	None	None	200*/3500	1	8/4	\$40
60mm White Phosphorous Shell	Varies	None	None	35*/1830	1	8/4	\$60
81mm HE Shell	Varies	None	x2	70*/4600	1	10/5	\$160
81mm Smoke Shell	None	None	None	100*/4600	1	10/5	\$35
81mm Illuminator Shell	None	None	None	100*/3900	1	10/5	\$50
81mm White Phosphorous Shell	Varies	None	None	70*/4600	1	10/5	\$80
120mm HE Shell	Varies	None	x2	200*/7200	1	16/8	\$240
120mm Smoke Shell	None	None	None	200*/7200	1	16/8	\$50
120mm Illuminator Shell	None	None	None	200*/7100	1	16/8	\$80
120mm White Phosphorous Shell	Varies	None	None	200*/7200	1	16/8	\$120
M29 81mm Mortar	n/a	None	n/a	n/a	1	40/20	\$16000
M120 120mm Mortar	n/a	None	n/a	n/a	1	130/65	\$25000
M224 60mm LWCMS	n/a	None	n/a	n/a	1	20/10	\$10600
X101 120mm Mortar	n/a	None	n/a	n/a	1	#	\$36000

Heavy munitions weigh thousands of pounds and are towed by vehicles.

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works and/or it arms itself.

HEMortarShell: See *Armageddon*, pg 156, for information on mortars. The shell has an airburst option that allows it to explode above the target (reduce the Damage Modifier to "None" but double all explosive ranges) if desired.

Illuminator Mortar Shell: This illuminates an area by exploding at its apex, roughly 300 yards up, lighting four- square acres for roughly a minute as it falls slowly to earth on its parachute.

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Mortar Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
60mm HE and WP	1 yard	5 yards	10 yards
81mm HE and WP	3 yards	8 yards	15 yards
120mm HE and WP	5 yards	10 yards	20 yards

Mortar Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
60mm HE	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)
60mm White Phosphorous**	D6 x 10(30)	D6 x 8(24)	D6 x 4(12)
81mm HE	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)
81mm White Phosphorous**	D6 x 10(30)	D6 x 8(24)	D6 x 4(12)
120mm HE	D10 x 10(50)	D10 x 8(40)	D10 x 4(20)
120mm White Phosphorous**	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)

** Fire damage that continues burning, causing damage each Turn, until it either burns down or is extinguished

The shell's light may be seen up to a mile (1.5 km) away in daylight and 10 miles (15 km) at night. An infrared candle can replace the shell's standard candle but only half the normal area is bathed in the light, leaving the area unlit save to those equipped with infrared vision.

Rocket Assisted Mortar Shell:

Double the range of any mortar shell this is added to. +\$1,400.

Smoke Mortar Shell: See the smoke grenade, pg 190.

Turn 1: 2 yard radius

Turn 2: 4 yard radius

Turn 3: 7 yard radius

White Phosphorous Mortar

Shell: See the white phosphorous grenade, pg 190.

M224 60mm LWCMS (USA):

A smoothbore mortar, the M224 Lightweight Company Mortar System may be drop-fed like a conventional mortar, or trigger fired while held aloft by its handles at a -3 penalty to the Strike Task, using Guns (Grenade Launcher) instead of Guns (Mortar), and with a range of 30/90/270/800/1600. Due to its weight, the M224 is ideal for SpecOps, especially mountaineers and paratroopers. The mortar's components are normally split between a crew of two or three men, requiring two Turns to attach the cannon assembly (EV 6/3), bipod (EV 8/4), and baseplate (EV 6/3.)

X101 120mm Mortar (AoR):

An improvement upon a discarded American design, the AoR's X101 stands about half again as tall as a man, and it is fitted upon a hydraulic towed platform that can rotate 360 degrees. The breach-loaded mortar requires about 15 minutes to set-up, after which the combat computer and GPS totally controls aiming (+2 bonus to operator's Strike Task), allowing the weapon to be fired by an operator from under cover up to 300 feet (100 m) away.



Tools of War

Miscellaneous Explosives Weapon Table

WEAPON	ACC	ATTACK	DAMAGE	AP	VEHICLE DAM MOD	RANGE	CAP	EV	COST
Anti-Tank Mine, Light	None	None	Varies	3 SC	x2	None	1	18/9	\$100
Anti-Tank Mine, Heavy	None	None	Varies	3 SC	x2	None	1	30 /15	\$150
AT-4	None	None	Varies	5 SC	x2	20/200 /400 /600 /1000	1	15/7	\$1200
AT-14G Kornet	0 LG/ 6 RGH	None	Varies	5 SC	x3	100*/500/ 10000 /2500 /5000	1	150 /75	n/a
Balefire	1 LG	7 IR	Varies	5 SC	x2	100*/300 /600 /1200 /2000	1	36 /18	n/a
Blasting Cap	None	None	D4 x 2(4)	None	None	None	1	—	\$10
Detonation Cord	None	None	D4 x 2(4)	None	None	None	1	1/1	\$12
Dynamite, Stick	None	None	Varies	None	None	3/5/8 /10/12	1	1/1 per 2	\$25
Eagle Fireball	None	None	Varies	2 SC	x2	1/2/3/5/8	1	10/5	n/a
FAE, .50	None	None	Varies	None	None	Reduce by 10%	—	—	n/a
FAE, 15.2mm APFSDS	None	None	Varies	None	None	Reduce by 10%	—	—	n/a
FIM-92D Stinger	4 IR	None	Varies	2 SC	x2	220* /1000 /2000 /4000 /5250	1	25 /12	n/a
Hawkeye (Anti-Tank)	0 LG	None	Varies	5 SC	x2	50/200 /500/800 /1000	1	40 /20	n/a
Hawkeye (Anti-Air)	None	6 IR	Varies	5 SC	None	100*/500 /1000 /2000 /2500	1	40/20	n/a
Javelin	None	7 FF	Varies	5 SC	None	50*/500 /1000 /1500 /2000	1	50 /25	n/a
M1A1 Bangalore	None	None	Varies	5 SC	None	None	1	12/6	\$60
M112 Demolitions Charge	None	None	Varies	See Text	None	None	1	1/1	\$250
M18 Claymore Mine	None	None	Varies	None	None	None	1	2/1	\$200

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Miscellaneous Explosives Weapon Table, Continued

WEAPON	ACC	ATTACK	DAMAGE	AP	VEHICLE DAM MOD	RANGE	CAP	EV	COST
M2C SLAM	None	None	Varies	See Text	x3	None	1	1/1	\$600
M202A1 Flash	None	None	Varies	None	x2	5/50 /225 /550 /800	4	26/13	\$800
M26 Mine	None	None	Varies	None	None	None	1	2/1	\$30
M307 OSCW, HE	None	None	Varies	None	x2	10/150 /500 /2000 /4000	75	20/10	\$750
M86 PDM	None	None	Varies (See Text)	None	None	3/7/10 /13/20	1	1/1	\$260
Milan IV	4 WG	6 IR	Varies	5 K	x3	400*/800 /1200 /1600 /2200	1	15/7	n/a
Molotov Cocktail	None	None	Varies	None	None	3/7/10 /13/20	1	2/1	n/a
NMX Foam, 1 oz	None	None	Varies	None	None	None	20	2/1	\$20
SA-19 Grouse	5 IR	None	Varies	2 SC	x2	200* /1000 /2000 /4000 /5250	1	24/12	n/a
Satchel Charge	None	None	Varies	None	x2	As medium object	1	12/6	\$100
TOW-3	0 WG	None	Varies	3 (SC)	x3	65/500 /1000 /2500 /3000	1	120 /60	n/a
TOW-4	None	7 FF	Varies	5 (SC)	x3	60*/500 /1000 /2500 /3000	1	140 /70	n/a

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works and/or it arms itself.



Tools of War

Miscellaneous Explosive Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Tank Mine, Light	1 yard	2 yards	5 yards
Anti-Tank Mine, Heavy	2 yards	6 yards	10 yards
AT-4	1 yard	2 yards	5 yards
AT-14G Kornet	1 yard	2 yards	3 yards
Balefire	1 yard	2 yards	5 yards
Dynamite, Stick	3 yard	10 yards	20 yards
Eagle Fireball	1 yard	3 yards	5 yards
FAE, .50	3 yards	9 yards	27 yards
FAE, Steyr 15.2mm	5 yards	15 yards	45 yards
FIM-92D Stinger	1 yard	2 yards	5 yards
Hawkeye (Anti-Tank)	1 yard	2 yards	5 yards
Hawkeye (Anti-Air)	1 yard	2 yards	5 yards
Javelin	1 yard	10 yards	20 yards
M1A1 Bangalore	0.5 yards	1 yard	2 yards
M112 Demolitions Charge	2 yard	5 yards	10 yards
M18 Claymore Mine, Front	50 yards	100 yards	250 yards
M18 Claymore Mine, Rear	16 yards	50 yards	100 yards
M2C SLAM	1 yard	4 yards	6 yards
M202A1 Flash	5 yards	10 yards	20 yards
M26 Mine	3 yards	10 yards	20 yards
M307 OCSW, HE	2 yards	5 yards	10 yards
M86 PDM	2 yards	6 yards	10 yards
Milan IV	1 yard	2 yards	5 yards
Molotov Cocktail	1 yard	2 yards	3 yards
NMX Foam, 1 oz	Contact	1/2 yard	1 yard
SA-19 Grouse	1 yard	2 yards	5 yards
Satchel Charge	10 yard	20 yards	30 yards
TOW-3	1 yard	5 yards	10 yards
TOW-4	1 yard	5 yards	10 yards

Anti-Tank Mine, Light: The mine requires at least 290 lbs. (435 kg) of pressure to detonate. An anti-tampering device imposes a -3 penalty to disarm. Such weapons are typically made of metal.

Anti-Tank Mine, Heavy: Requiring at least 400 lbs. (600 kg) of pressure to detonate, such mines are often made from plastic to avoid detection (-4 for metal detectors to notice) and have a carrying handle for infantry. An anti-tampering device imposes a -3 penalty to disarm. Such weapons are typically made of metal.

AT-4: This disposable missile launcher replaced the LAW rocket, which had proved ineffective against most armored vehicles. AT-4s are issued to US infantry squads as their last-ditch defense against tanks (often a forlorn hope), or to use against bunkers and fortifications. *Speed:* 648 mph/1043 kph (1,548 yards per Turn.)

AT-14G Kornet (AoR): The AoR's tube-launched answer to the TOW missile, the AT-15 can fire from a vehicle or a portable launcher (EV 80/40) with thermal optics. *Speed:* Mach 1.8, 1,200 mph/1,932 kph (2,933 yards per Turn.)

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Miscellaneous Explosive Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Tank Mine, Light	D10 x 10(50)#	D8 x 4(16)	D6 x 2(6)
Anti-Tank Mine, Heavy	D10 x 15(75)#	D8 x 6(24)	D6 x 3(9)
AT-4	D10 x 10(50)*	D10 x 2(10)	D6 x 2(6)
AT-14G Kornet	D10 x 40(200)#	D10 x 10(50)	D10 x 5(20)
Balefire	D10 x 14(70)*	D10 x 2(10)	D6 x 2(6)
Dynamite, Stick	D6 x 4(12)	D6 x 2(6)	D6 x 1(3)
Eagle Fireball	D8 x 6(24)@	D8 x 3(12)	D8 x 2(8)
FAE, .50	D10 x 6(30)	D8 x 4(16)	D8 x 2(8)
FAE, 15.2mm APFSDS	D10 x 8(40)	D8 x 5(20)	D4 x 5(10)
FIM-92D Stinger	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
Hawkeye (Anti-Tank)	D10 x 12(60)*	D10 x 3(15)	D6 x 3(9)
Hawkeye (Anti-Air)	D10 x 10(50)*	D10 x 2(10)	D6 x 2(6)
Javelin	D10 x 20(100)*	D10 x 5(25)	D6 x 4(12)
M1A1 Bangalore	D8 x 14(56)*	D8 x 2(8)	D4 x 2(4)
M112 Demolitions Charge	D6 x 6(18)	D6 x 4(12)	D6 x 2(6)
M18 Claymore Mine, Front	D8 x 10(40)	D8 x 6(24)	D8 x 2(8)
M18 Claymore Mine, Rear	D8 x 10(40)	D10 x 2(10)	D6 x 2(6)
M2C SLAM	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)
M202A1 Flash	D10 x 7(35)	D10 x 4(20)	D10 x 2(10)
M26 Mine	D10 x 12(60)	D10 x 6(30)	D10 x 2(10)
M307 OCSW, HE	D8 x 6(24)	D8 x 3(12)	D6 x 2(6)
M86 PDM	D6 x 10(30)	D6 x 8(24)	D6 x 3(9)
Milan IV	D10 x 20(100)*	D10 x 5(25)	D6 x 4(12)
Molotov Cocktail	D6(3)**	D4(2)**	D4(2)**
NMX Foam, 1 oz	D10 x 5(25)	D10 x 3(15)	D6 x 2(6)
SA-19 Grouse	D10 x 12(60)@	D10 x 3(15)	D6 x 3(9)
Satchel Charge	D6 x 12(36)	D6 x 8(24)	D6 x 4(12)
TOW-3	D10 x 30(150)*	D6 x 10(30)	D4 x 10(20)
TOW-4	D10 x 40(200)#	D10 x 10(50)	D10 x 5(25)

* Divide Target's AV by 5 before applying damage

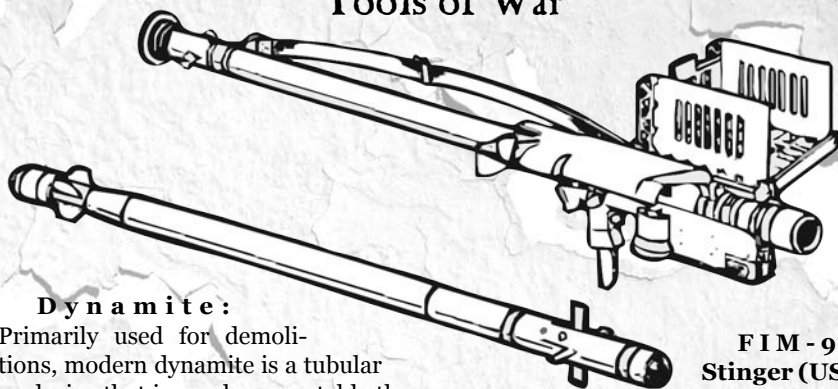
Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

Balefire SMAW (AoR): The Balefire Shoulder-launched Multi-purpose Assault Weapon is an anti-tank and anti-aircraft missile launcher that first copied and later improved upon the Hawkeye. The chief improvement is the operator's ability to change a single missile between anti-tank (laser guided) and anti-air (infrared) modes on the fly, without having to use different missiles. *Speed:* 425 mph/684 kph (1,039 yards per Turn.)

Blasting Cap: A small, controlled explosive implanted in larger charges to detonate them.

Detonation Cord: A flexible, thin plastic tube with an explosive core, a "det cord" is used to link ignited explosive charges so they will go off almost simultaneously. Double (or more) the listed damage if the cord is wrapped around the target. Cost is per 100 feet (33 m.)



Dynamite:

Primarily used for demolitions, modern dynamite is a tubular explosive that is much more stable than its predecessors, although it won't work when wet. Detonation is achieved by fire, explosion, or electrical pulse. Each additional stick in a bundle increases damage at Ground Zero by D6(3) and at the other ranges by D2(1), as well as increasing each explosive radius category by half a yard. Homemade shaped charges have a maximum armor-piercing effect of 3.

Eagle Fireball: An improvised anti-vehicle bomb made by putting a white phosphorus grenade within a gas can (or similar container) filled with gasoline and oil. The can is fitted with a grappling hook or jutting nails so it may stick to the vehicle when tossed (make a Simple Dexterity Test at -4), and a simple ten-second fuse is fitted through a hole to detonate the bomb. Half the damage caused is Fire damage, and anyone hit for 10 or more Fire damage is engulfed, suffering D6 x 2(6) Fire damage per Turn until extinguished or D6(3) Turns pass. An Intelligence and Demolitions Task at -2 is needed to make the device.

FAE Round (USA): An aerosol cloud of fuel is dispensed on impact and ignited by a delayed explosive, causing a powerful overpressure detonation that is devastating against soft targets. The US has only recently begun experimenting with small, Fuel Air Explosive munitions, such as those fired from large caliber firearms. These rare rounds are still highly experimental, making them dangerous to transport and use. If a 4 or less is rolled on the second roll for the Rule of 1, a misfire has caused the FAE round to explode within the weapon. FAE rounds spin off center in flight, imposing a -2 penalty to Strike Tasks.

FIM-92D Stinger (USA):

The Stinger is an incredibly light but effective anti-aircraft missile that uses a shaped-charge warhead. The re-loadable, man-portable launcher holds one missile and increases the missile's EV by 40/20. *Maximum Altitude:* 2.4 miles (3.8 km); *Speed:* Mach 2.4 (1,568 mph/2,525 kph) (3,833 yards per Turn.)

Hawkeye SMAW-II (USA): The Shoulder-launched Multi-purpose Assault Weapon is an anti-vehicle and anti-aircraft missile launcher. It was introduced to the US forces in 2012 as a cheaper backup to the more accurate (but very expensive) Javelin missiles. While not powerful enough to knock out most tanks, the Hawkeye will destroy lighter vehicles and can damage tanks with hits on the rear or sides of their armor. The weapon also fires a heat-seeking, anti-aircraft missile (anti-tank weapons are color-coded red, anti-aircraft, blue.) *Speed:* 307 mph (494 kph) (750 yards per Turn.)

Javelin (USA): This recent addition to the US Armed Forces is a "fire and forget" missile for use against tanks and low flying aircraft. *Speed:* 682 mph (1,098 kph) (1667 yards per Turn.)

M1A1 Bangalore: Each 5-foot (1.7 m) section of this obstacle-clearing explosive can be attached to another section, at their ends, allowing the user to create a long pole that can be slid ahead, under the obstruction. Although the information provided is per section, the bangalore is typically shipped in sets of ten sections.

M112 Demolitions Charge: Each 1.25 lb. (0.625 kg) block of C4 comes in a thin film and can be useful against obstacles by molding the putty-like explosive as needed, or into a shaped charge. Each ad-

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ditional block in a single explosive charge increases the damage at Ground Zero by D10(5) and at the other ranges by D4(2), and increases each explosive radius category by half a yard. C4 requires some manner of detonator, such as a smaller explosion or electrical pulse, and does not detonate if exposed to flame. Homemade shaped charges have a maximum armor-piercing effect of 5.

M18 Claymore Mine: This devastating anti-personnel mine uses an explosive charge to distribute 800 metal balls throughout a 180° arc in front of it, as well as a much shorter 180° arc behind. The 60° cone striking directly out in front is the deadliest region, with anything in the 60° arc to either side suffering half the listed damage. The claymore can be set on the ground or in an obstacle, such as a tree, and is capable of remote or trip-wire detonation.

M2C SLAM: Designed for use by SpecOps, the M2 is useful for detonating soft targets, including parked vehicles. It may be deployed and detonated as a pressure-sensitive mine, magnetic mine (detonates when large metal objects pass over it), by trip-wire, remote detonation, or IR sensor (it detonates when the surface it is attached to heats up beyond a specified threshold) or by timer (15, 30, 45, or 60 minutes) by means of a selector switch. When deployed upon a vulnerable location, the SLAM divides the target's AV by 3.



When used in either mine mode, a safety feature allows the weapon to self-destruct (it renders itself useless) or self-neutralize (it disarms itself) after 4, 10, or 24 hours (as programmed before emplacement) if the mine is not triggered. An anti-tampering feature in either mine mode makes the SLAM -4 to disarm. Furthermore, if anyone attempts to change the SLAM's mode selector switch after a selection has been made and the device armed, the M2C immediately detonates—this feature cannot be disarmed once the device is armed.

M202A1 Flash: The M202A1 is a light, reusable 4-shot incendiary rocket launcher. Its primary use is to fire through bunker apertures so that its incendiary rockets can dispose of the personnel within. The large flash it produces while firing tends to startle the opposition, but also gives away the user's position. The four 66mm M74 rockets are on a replaceable clip, and half the damage they cause is Fire damage. Anyone hit for 10 or more Fire damage is engulfed and suffers D6 x 2(6) Fire damage per Turn until extinguished or D6(3) Turns pass. \$600 per 4 rockets. *Speed:* 256 mph (412 kph) (626 yards per Turn.)

M26 Mine: Detonated by tripwire or a pressure trigger, a propelling charge shoots the mine into the air to about waist height, where it explodes. An anti-tampering device imposes a -3 penalty to disarm.

M307 OCWS, HE (USA): The 25mm high-explosive shell fired from the M307. There is an integrated airburst fuse to explode the round above the target (reduce the Damage Modifier to "None" but double all explosive ranges.) The cost is per box of 75 rounds.

M86 PDM: A small (approx. 3-inch diameter), wedge-shaped device thrown behind retreating troops to deter pursuit, after the sixty-second delay it deploys six pressure sensitive tripwires that secures approximately 170 square yards around it. Detonation ejects a defensive grenade up to 6 feet (2 m) in the air, where it explodes. The batteries run out in four hours, causing this Pursuit Deterrent Munition to harmlessly self-destruct.

Milan IV (AoR): A much-improved German/French Euromissile, the Milan IV is fired against surface targets from a reusable, deployable firing post equipped with telescopic and IR sighting enhancement (EV 50/25.) *Speed:* 450 mph (724 kph) (1,100 yards per Turn.)

Molotov Cocktail: A homemade bomb using a bottle or the like filled with gas and a rag wick in its mouth. The wick is ignited and the bomb thrown, smashing on impact to spread flaming gas. Anyone at Ground Zero is engulfed in flame and takes D6(3) Fire damage per Turn.

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NMX Foam: Stored in a dual-chambered aerosol can—a catalyst in one chamber and nitromethane (NMX) foam in the other—the explosive mixes upon spraying but is safe until then. A blasting cap or similar detonation device is used to ignite the foam. One ounce can cover 9 inches in a straight line, and each additional ounce sprayed on the same spot increases damage at Ground Zero by D10(5) and at the other ranges by D4(2), as well as increases each explosive radius category by half a yard per 5 ounces. Each can contains 20 ounces.

SA-19 Grouse (AoR): The Grouse is the AoR's portable anti-air missile of choice, and can strike fast targets. It is also resistant to jamming (–4 penalty to such attempts.) The re-loadable, man-portable launcher holds one missile and increases the missile's EV by 40/20. *Maximum Altitude:* 2.17 miles (3.26 km), *Speed:* Mach 2.4 (1,568 mph/2,525 kph) (3,833 m per second.)

Satchel Charge: This demolition charge contains either TNT or C4 with blasting caps, a det cord, and a timer, all wrapped in a sealed satchel. Although primarily used for blowing up obstacles, in a pinch it works against infantry or lightly armored vehicles. It is meant to be usable by individuals with little or no Demolitions skill. To this end, the use of a satchel charge requires a Demolitions Task with a +4 bonus.

TOW-3: This 1990s model was still in use when the war started, and the US Army has been forced to rely on it due to a shortage of more advanced anti-tank weapons. The gunner has to keep the target in his sights until the missile hits. The launcher is EV 40/20 and possesses thermal optics. *Speed:* 736 mph (1,185 kph) (1,799 yards per Turn.)

TOW-4: Introduced in 2013, the TOW-4 is a heavy weapons system normally mounted on vehicles. Portable models with EV 80/40 and thermal optics are transported on a HUMVEE or other vehicle and deployed by a 2-5 man team, or mounted on a vehicle. *Speed:* 688 mph (1,107 kph) (1,682 yards per Turn.)

Non-Explosive Detonation Devices

DEVICE	EV	COST
Fuse	1/1	\$5
Detonator, Multi	2/1	\$220
Detonator, Timer	n/a	\$35
Detonator, Trigger	n/a	\$10
Detonator, Twist	1/1	\$12
Remote Receiver	n/a	\$3

Fuse: Burning at a rate of 1 foot (33 cm) per 30 seconds, a fuse will detonate a blasting cap. Cost is per 25 feet (8.3 m.)

Detonator, Multi: This wireless hand unit can control the remote detonation of up to 15 separate charges, allowing them to detonate as one, in a timed sequence after the initial detonation, or in groups of three. Range is 3 miles (4.5 km.)

Detonator, Timer: Once activated, a digital timer counts down from as much as 30 days to 30 seconds until detonation. Turning it off is as simple as pressing a button, but adding \$15 provides an anti-tampering system requiring a Demolitions Task with a –2 penalty.

Detonator, Trigger: Pressing the button causes the tasked charge to detonate. The trigger unit is small enough to easily be used in booby traps.

Detonator, Twist: When this detonator's T-handle is twisted, it generates the electrical current needed to spark the blasting caps it is attached to via wires. Up to 75 blasting caps may be wired to it at a time. A series of charges may be set to this by leaving one of the lead wires free, thus allowing the operator to quickly touch each individual explosive's wire to the lead and detonate it before moving on to the next explosive's wire.

Remote Receiver: This is essentially a blasting cap ignited by a wireless signal from a remote detonator.

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Weapon Accessories

NAME	EV	COST
Bipod	+1/1	\$100
Dual Suppressor, Handgun	+2/1	\$600
Dual Suppressor, Rifle/Submachine Gun	+4/2	\$600
Enhanced Ammunition Capacity	Varies	Varies
Flashlight Mount	—	\$50
Flash Suppressor, Handgun	+1/1	\$150
Flash Suppressor, Rifle/Submachine Gun	+2/1	\$300
Infrared Sight	+2/1	\$2,700
Laser Sight	—	\$80
Night-Vision Sight	+1/1	\$1,500
RAS, Custom	+1/1	\$40
Ready Magazine	+2/1	\$25
Reflex Sight	n/a	\$150
Sound Suppressor, Handgun	+1/1	\$150
Sound Suppressor, Rifle/Submachine Gun	+2/1	\$300
Telescopic Sight	+1/1	\$300
Thermal Imaging Sight	+2/1	\$4,500
Tripod	+40/20	\$350

Weapon Accessories

Bipod: A collapsible, two-legged device attached to rifles and light support weapons and used to increase stability and accuracy (see pg 122.)

Dual Suppressor: This device acts as both a sound and flash suppressor, imposing a -2 penalty Perception Tasks and Tests to spot the weapon's flash or notice the sound of its report.

Enhanced Ammunition Capacity: Many magazine-fed weapons may be equipped with extended ammunition devices. While they improve the weapon's ammunition capacity, they also make the weapon bulkier. Three general types of enhanced magazines exist:

- **Extended:** The most common of the enhanced magazines, this is merely a longer box able to hold more bullets. The increased size imposes an additional -2 Sleight of Hand penalty and cannot be concealed in a shoulder holster if the normal capacity is doubled or more.



- **Hi-Capacity:** These magazines use a variety of methods to provide additional ammunition, though the most common is a circular drum known as a "rounder," of which the Beta-C dual drum is likely the most recognized. Also a Sleight of Hand Task to conceal the weapon is -3 for drums of less than 100 and -5 for drums of 100 rounds or more.
- **Static Reservoirs:** This is a special kind of ammunition capacity. Because the weapon is mounted in a fixed position, it can be fed from a nearby equally immobile cache, such as a crate.

Although a high-capacity magazine increases the weapon's ammunition, it reduces balance. Enhanced magazines of 100 rounds or fewer impose a -1 penalty to Strike Tasks at any range other than Point-Blank and -2 for magazines of 100 or more rounds.

Add the modifiers from the following table to the weapon's normal ammunition capacity. Costs are for the magazine itself and do not include the cost of the ammunition.

Tools of War

Enhanced Ammunition Capacity

TYPE	EXTENDED ROUNDS	EV	COST	HI- CAPACITY ROUNDS	EV	COST
FULL- AND SEMI-AUTOMATIC HANDGUNS						
9mm	+5-10	+1/1	\$30	20	+2/1	\$40
10mm	+5-10	+1/1	\$40	—	—	—
.22 and .32 caliber	+10	+1/1	\$30	—	—	—
.357, .44 and .45 caliber	+5	+1/1	\$30	—	—	—
.50 caliber	+2	—	\$20	+6	+1/1	\$40
Machine Pistol, 9mm and 10mm	+10-20	+1/1	\$40	30	+2/1	\$50
	+15	+1/1	\$40	—	—	—
P-61	+16	+2/1	\$30	40	+3/2	\$75
Remington Handsweeper	+3	+1/1	\$20	12	+4/2	\$45
Ruger-99	+10	+1/1	\$30	30	+2/1	\$50
SUBMACHINE GUNS						
9mm and 10mm	+15-20	+2/1	\$30	100	+4/2	\$55
Shotgun						
12 Gauge (tubular magazine)	+4	+1/1	\$30	—	—	—
M-26 LSS	+5	+1/1	\$20	—	—	—
USAS-12 Assault Shotgun (magazine)	+10	+1/1	\$35	24	+4/2	\$50
	—	—	—	56	+6/3	\$80
ASSAULT RIFLES						
5.56mm	+20	+2/1	\$30	60	+4/2	\$60
Heavy Drum	—	—	—	300	+6/3	\$120
7.62mm	+50	+4/2	\$40	200	+6/3	\$120
Heavy Drum	—	—	—	500	+16/8	\$200
HAR-19	+20	+5/3	\$60	60	+10/5	\$140
KR-20 and KR-25	+50	+4/2	\$40	110	+8/4	\$120
KR-22	+24	+2/1	\$20	90	+6/3	\$100

Flashlight Mount: This small flashlight attaches to the barrel of a gun. The flashlight switch is wired to the gun's trigger so that as long as the user's finger is on the trigger, the light is on. This can be fitted to any firearm from pistol to assault rifle in size.

Flash Suppressor: Fit over a weapon's barrel, this device is designed to reduce the muzzle flash. A flash suppressor imposes a -3 penalty to Perception Tests and Tasks to notice the firearm going off by sight. It cannot be used simultaneously with a silencer. Flash suppressors are not available for most heavy weapons, shotguns, or revolvers.

Infrared Sight: An infrared scope works in the same manner as infrared goggles (pg 175), otherwise treat as a standard telescopic sight.

Laser Sight: This low-powered laser is mounted on a firearm and projects a small red dot parallel to the gun's barrel. The sight lets the shooter see where the barrel is pointing, granting a +1 on rolls to attack with the firearm up to 200 yards (twice that if using a telescopic scope/sight.)

Night-Vision Sight: A night vision scope works in the same manner as night vision goggles (pg 174), otherwise treat as a standard telescopic sight.

Chapter 5

Enhanced Ammunition Capacity, Continued

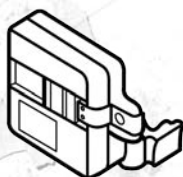
TYPE	EXTENDED ROUNDS	EV	COST	HI- CAPACITY ROUNDS	EV	COST
M-16A4 and M-16B4	+50	+4/2	\$60	90	+6/3	\$100
Heavy Drum	—	—	—	250	+10/4	\$200
SNIPER RIFLES						
7.62mm	+5	+1/1	\$20	20	+4/2	\$65
	+10	+2/1	\$30	—	—	—
.50 caliber	+5	+2/1	\$30	—	—	—
Gepard M8	+5	+1/1	\$30	—	—	—
KR-44 Silenced Rifle	+15	+2/1	\$50	—	—	—
Steyr IWS2000	+3	+2/1	\$30	—	—	—
MACHINE GUNS						
5.56mm	—	—	—	200	+10/5	\$110
Static Reservoir	—	—	—	2000	+50/25	\$300
7.62mm	—	—	—	200	+12/6	\$110
Static Reservoir	—	—	—	2000	+70/35	\$350
.50 caliber	—	—	—	200	+16/8	\$180
Static Reservoir	—	—	—	2000	+100 /50	\$425
K420 SAW	+30	+4/2	\$40	200	+10/5	\$120
Static Reservoir	—	—	—	2000	+50/25	\$330
K424	+30	+7/4	\$100	200	+30/15	\$280
Static Reservoir	—	—	—	2000	+180 /90	\$600
M249 SAW	+30	+4/2	\$40	200	+10/5	\$120
Static Reservoir	—	—	—	2000	+50/25	\$330
M260 MSAW	+30	+5/3	\$70	200	+16/8	\$260
Static Reservoir	—	—	—	2000	+100 /50	\$425
M307 OSCW	+25	+16/8	\$180	+75	+50 /25	\$300
Static Reservoir	—	—	—	1000	+300 /150	\$725

RAS (Rail Accessory System),

Custom: Customizing a weapon with a RAS so that it may be fitted with under-barrel accessories, such as a LSS or M203, requires a Craft (Weaponsmith) Task. A custom RAS cannot accommodate attachable weapons that are of the same size or larger than the RAS' weapon itself.

Ready Magazine: This magazine modification fits three normal or extended magazines in such a way that another may be pushed over

into place for use when one is expended without incurring a multiple action penalty. However, only one can be loaded in this manner per Turn. Cost is for the device; magazines are sold separately.



Reflex Sight: Designed mainly for close quarters, this small sight has an amber reticule that adjusts its brightness to the environment's light levels, making it easy to use in most conditions. This grants a +1 modifier to attack with-

Tools of War

out spending an action to aim. It works at Short range or closer for rifles and sub-machine guns or Medium range or closer for handguns. It does not require a power source to work, but prevents mounting a scope on the same weapon.

Sound Suppressor (Silencer): Designed to reduce the sound of a weapon firing by fitting over the barrel, a silencer imposes a -3 penalty to Perception Tests and Tasks to notice the weapon's report. This suppressor cannot be used simultaneously with a flash suppressor. Silencers are not available for most heavy weapons, shotguns, or revolvers.

Telescopic Sight: A telescopic sight/scope reduces the apparent range to a target when it is mounted atop a firearm, but only during an aiming action. These are fixed at a power that reduces the range penalties by two categories. For example, a target normally considered at long range is viewed at short range using this scope, so the -3 penalty to hit is negated. Telescopic sights do not affect damage reductions due to long or extreme range.

Thermal Imaging Sight: A thermal imaging scope works in the same manner as thermal imaging goggles (pg 175), otherwise treat as a standard telescopic sight.

Tripod: Used to support heavy weapons, such as the .50 caliber machinegun or MK19 grenade launcher, a tripod grants a full range of fire while taking on the load of the weapon's weight (see pg 122.)

Allied Equipment Packages

The military prefers equipment and weapon assignments to be standardized, as it makes tracking and replacement of such items much easier (among other reasons.) The following equipment packages are examples of some standardized gear assigned to soldiers, depending upon their role. AoR troops can also use most of these kits, although some items have to be changed to their AoR equivalents.

Ammunition mentioned in parentheses indicates amounts in addition to that already loaded.

Standard Infantryman Kit:

Three sets of appropriate BDU, M-16A4 (6 clips), 3 offensive, 2 smoke and 1 defensive grenades, bayonet, metal helmet, Class IIIA Armor, M18 mine, tactical headset, AN/PRC-126, MOLLE pack, tactical goggles, gun cleaning kit, compass, night vision goggles, combat medical kit, area mini-map, dog tags, combat gloves, web belt, multi-tool, entrenching tool, combat webbing, gas mask (2 filters), jacket, sleeping bag and air mattress, 30 feet (10 m) rope, insect netting, wash basin, canteen, camouflage kit, two pairs of combat boots, spare clothes, dress uniform, military ID card, rain poncho, several days worth of MREs. One in four soldiers carry a Stinger AA missile or AT-4 system. Other equipment assigned as necessary.

Arctic Kit: As the infantryman kit, plus cold weather gear, arctic tent, snow goggles, snow shoes and/or cross-country skis, climbing hammer, and possibly other gear such as downhill skis and a mountaineering kit.

Demolitions Kit: As the infantryman kit, plus satchel charge, 60 feet (20 m) of detonation cord, 8 M112 charges, 8 blasting caps, and 4 remote and 4 timed detonators, wire cutters, and a collapsible 5 foot (1.7 m) stick for probing.

Grenadier Kit: As the infantryman kit, plus M203 (24 grenades; pistol version at discretion) or anti-tank weapon (if reusable, extra rounds can be carried by squadmates.)

Heavy Support Kit: As the infantryman kit, plus utility gloves and aids in carrying a heavy support weapon, such as a mortar. Usually work in teams of two.

Infantry NCO's Kit: As the infantryman kit, but exchange the M-16A4 for a HAR-19 or M-16B4 if desired, and add a flare gun (2), and a more detailed map with waterproof case. Computer Sights, tactical HUD goggles and/or a M203 (12 grenades) are usually assigned.

Chapter 5

Air-to-Air Missile Table

WEAPON	ACCURACY	ATTACK	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
AA-9 Amos	4 RG	None	3 SC	x2	100 yards* to 100 miles	#
AA-11 Archer	3 OG	5 FF	2 K	x2	500 yards* /3/8/15/25 miles	256/128
AA-12 Adder	3 RG	4 FF	2 SC	x2	1*/10/20/30/60 miles	388/194
AIM-7R Sparrow	3 RGH/3 IR	4 RGH	None	x2	250*/4/12/24/35 miles	500/250
AIM-9X Sidewinder	3 IR	None	2 SC	x2	500 yards* /4/8/12/18 miles	188/94
AIM-120D Slammer	3 RG	None	2 SC	x2	1*/5/10/15/30 miles	340/170
AIM-132 ASRAAM	4 IR	None	2 SC	x2	300 yards* /1/3/6/10 miles	220/110

SC = Shaped Charge

K = Kinetic

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

Infantry Officer's Kit: As the infantryman kit, but exchange the M-16A4 for a HAR-19 or M-16B4 if desired, and add a Ruger P-99 (2 clips), binoculars with laser rangefinder, flare gun (2), and a more detailed map with waterproof case. Computer Sights, tactical HUD goggles and/or a M203 (12 grenades) are usually assigned.

Long Range Recon Patrol Kit: As the infantryman kit, plus additional ammunition and rations, 60 feet (20 m) of trip wires, AN/PSN-11 PLGR, 4 flares, and 3 M18 mines with detonator.

Radio Operator Kit: As the infantryman kit, and add an AN/PRC-117F Manpack Radio.

Special Operations: SpecOps do not have much in the way of standardized gear. Besides equipment doled out by the necessity of an assignment, most elite units allow their members to select their weapons and customize them to suit their role on the team. Survival knives are common, as are silenced weapons during covert operations, and body

armor is almost always disregarded as to bulky and noisy, except when direct combat is assured.

Support Kit: As the infantryman kit, but exchange the M-16A4 for a man-portable machine gun (1 belt), and add utility gloves. Squadmates carry any additional ammunition.

Scout Kit: As infantryman, with added sidearm (usually a P-99, small submachine gun, or sawed-off shotgun) (1 clip/reload), the M-16A4 is usually replaced with a M-16B4 or similar light weapon, night vision-capable binoculars, detailed map with waterproof map case, AN/PSN-11 PLGR, 10 square yards of camouflaged netting.

Sniper Kit: As the infantryman kit, but exchange the M-16A4 for a scoped sniper rifle (2 or 3 clips) with bipod and a sidearm (2 clips), and add 10 square yards of camouflaged netting, an appropriate ghillie suit and binoculars with laser rangefinder.

Tools of War

Air-to-Air Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AA-9 Amos	1 yard	2 yards	5 yards
AA-11 Archer	1 yard	2 yards	5 yards
AA-12 Adder	1 yard	10 yards	20 yards
AIM-7R Sparrow	1 yard	2 yards	5 yards
AIM-9X Sidewinder	1 yard	2 yards	5 yards
AIM-120D Slammer	1 yard	10 yards	20 yards
AIM-132 ASRAAM	1 yard	2 yards	5 yards

Air-to-Air Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AA-9 Amos	D10 x 24 (120)#	D10 x 6(30)	D6 x 4(12)
AA-11 Archer	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
AA-12 Adder	D10 x 18 (90)@	D10 x 4(20)	D6 x 3(9)
AIM-7R Sparrow	D10 x 30 (150)	D10 x 8(40)	D6 x 6(18)
AIM-9X Sidewinder	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
AIM-120D Slammer	D10 x 20 (100)@	D10 x 5(25)	D6 x 4(12)
AIM-132 ASRAAM	D10 x 8(40)@	D10 x 2(10)	D6 x 2(6)

Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

Vehicle Weaponry

Although many weapons may be fitted to multiple launch platforms, ranging from aircraft to land vehicles or watercraft, they are organized on the basis of the most common vehicle-type they are associated with.

Air-to-Air Missiles

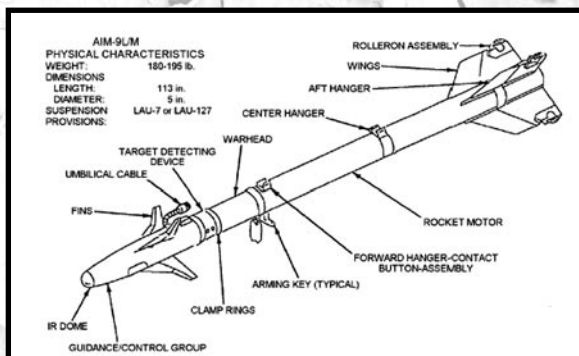
AA-9 Amos (AoR): Intended for use against bombers, the 1,000 lb. (500 kg) long-range missile is equally good against fighters, helicopters, and cruise missiles. *Speed:* Mach 4.5 (2,972 mph/4,785 kph) (7,265 yards per Turn.)

AA-11 Archer (AoR): This is the AoR's primary short-range, anti-aircraft missile. Perhaps its greatest benefit is it has a targeting feed from the pilot's helmet (the OG mode), allowing it to attack anything the pilot is looking at, including targets beside, below, behind, or above the aircraft in po-

sitions that would normally be considered safe. *Speed:* Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

AA-12 Adder (AoR): This is the AoR's primary medium-range, anti-aircraft missile. *Speed:* Mach 4 (2,641 mph/4,091 kph) (6,211 yards per Turn.)

AIM-7R Sparrow: The Sparrow is a high-speed anti-air missile with anti-missile capabilities. Once the operator launches it, the missile can adjust course using its own internal systems (meaning the missile's attack skill is only used to reacquire a target once it has been fired.) It has a Radar Jammer 4



Chapter 5

Air-to-Ship Missile Table

WEAPON	ACCURACY	ATTACK	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
3M-54F Klub	None	6 GPS	2 SC	None	3* to 186 miles (4.5*-279 km)	#
AGM-19C Penguin	5 IR	5 GPS/ 5 FF	3 SC	None	1* to 29 miles (1.5*- 44 km)	#

SC = Shaped Charge

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

Air-to-Ship Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
3M-54F Klub	1 yard	5 yards	10 yards
AGM-19C Penguin	1 yard	5 yards	10 yards

Air-to-Ship Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
3M-54F Klub	D10 x 28(140)@	D10 x 14(70)	D10 x 7(35)
AGM-19C Penguin	D8 x 30(120)#	D8 x 8(32)	D4 x 6(12)

Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

and Dodge skill of 3 against anti-missile fire. *Speed*: Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

AIM-9X Sidewinder: The AIM-9X has improved targeting capabilities, and it works equally well as an offensive or defensive weapon. *Speed*: Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

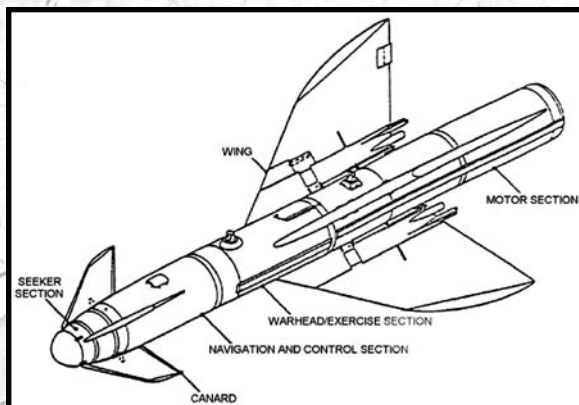
AIM-120D Slammer (USA): This advanced medium-range, air-to-air missile (AMRAAM) is highly resistant to radar jamming (-4 penalty to such attempts.) Unfortunately, instead of the normal range modifiers, it is -2 to Strike Tasks at Short Range or less. *Speed*: Mach 4 (2,641 mph/4,091 kph) (6,211 yards per Turn.)

AIM-132 ASRAAM: Intended to fill the void between the AIM-9X and AIM-120D, the advanced short range air-to-air mis-

sile is even more popular with the AoR than it is with American pilots. *Speed*: Mach 3 (1,981 mph/3,189 kph) (4,843 yards per Turn.)

Air-to-Ship Missiles

3M-54F Klub (AoR): A missile evolution of a previous, land-based model, the 54F has been modified for aerial launching. The ballistic missile actually comes in two forms, the S for use against submarines (up to depths of 600 feet/200



Tools of War

Air-to-Surface Missile Table

WEAPON	ACCURACY	ATTACK	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
AGM-65D Maverick	3 OG	6 FF	2 SC	x3	50 yards*/2/5/10/20 miles	480 /240
AGM-65E Maverick	0 LG	None	2 SC	x3	50 yards*/2/5/10/20 miles	630 /315
AGM-65F Maverick	3 IR	6 FF	5 K	x2	50 yards*/2/5/10/20 miles	670 /335
AGM-65G Maverick	3 OG	6 FF	5 K	x2	50 yards*/2/5/10/20 miles	670 /335
AGM-88 HARM	None	5 RGH	None	x3	800 yards*/3/6/18/30 miles	#
AGM-114K Hellfire II	0 LG	6 IR	5 SC	x3	100*/1500/3000/600 0/10000	100 /50
AGM-122 Sidarm	4 RGH	None	None	x3	100*/1000/5000/100 00/17500	200 /100
AGM-130A	4 OG/3 IR	4 GPS	None	x2	1500 yards*/5/15/30/45 miles	#
AGM-137 TSSAM	None	5 GPS	Varies	None (Pen)/x2	3/10/40/90/125 miles	#
AS-14E Kedge	0 LG	None	2 SC	x3	200*/800/2400 /5600/10000	#
AS-14G Kedge	4 RGH	None	2 SC	x3	200*/800/2400 /5600/10000	#
AS-17D Krypton	5 RGH	None	2 SC	x3	500 yards*/5/15/34/68 miles	#
AS-18C Kazoo	4 OG	7 GPS	2 SC	x2	3/10/25/50/70 miles	#
AT-6D Spiral	0 LG/6 IR	None	3 SC	x3	110*/500/1500 /3000/7650	70/35

SC = Shaped Charge

K = Kinetic

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

m) and the N for use against surface vessels. A booster stage is used to achieve ballistic altitudes and super-sonic speeds. The Klub can also be fitted for submarine or ship launches. *Speed:* Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

AGM-19C Penguin (USA): This is the Navy's only helicopter-launched anti-ship missile. *Speed:* Mach 1.2 (792 mph/1,275 kph) (1,936 yards per Turn.)

Air-to-Surface Missiles

AGM-65 Maverick (USA): An infrared-capable camera allows the operator to guide the very accurate D missile for close support use against tanks, trucks, bridges, and other light structures, or the missile can continue to target on its own in FF mode, so the pilot can otherwise engage. The Marines' E model turns itself into a dud if the targeting laser disappears before impact. Both the Navy's F model and Air Force's G model use a ki-

Chapter 5

Air-to-Surface Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM-65D and E Maverick	5 yards	10 yards	20 yards
AGM-65F and G Maverick	2 yards	6 yards	12 yards
AGM-88 HARM	3 yards	8 yards	15 yards
AGM-114K Hellfire II	1 yard	5 yards	10 yards
AGM-122 Sidearm	3 yards	8 yards	15 yards
AGM-130A	10 yards	20 yards	50 yards
AGM-137 TSSAM (Penetrator)	1 yard	2 yards	3 yards
AGM-137 TSSAM (Bomb)	3 yards	8 yards	15 yards
AS-14E and G Kedge	5 yards	10 yards	20 yards
AS-17D Krypton	5 yards	10 yards	20 yards
AS-18C Kazoo	10 yards	20 yards	50 yards
AT-6D Spiral	1 yard	3 yards	5 yards

Air-to-Surface Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM-65D and E Maverick	D10 x 28(140)@	D10 x 14(70)	D10 x 7(35)
AGM-65F and G Maverick	D8 x 20(80)*	D8 x 10(40)	D8 x 5(20)
AGM-88 HARM	D10 x 50(250)	D6 x 15(56)	D4 x 10(20)
AGM-114K Hellfire II	D10 x 50(250)*	D6 x 15(56)	D4 x 10(20)
AGM-122 Sidearm	D8 x 20 (80)	D8 x 10 (40)	D8 x 5(20)
AGM-130A	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)
AGM-137 TSSAM (Penetrator)	D10 x 40(200)@	D10 x 20(100)	D10 x 10(50)
AGM-137 TSSAM (Bomb)	D8 x 10(40)	D8 x 5(20)	D8 x 2(8)
AS-14E and G Kedge	D10 x 40(200)@	D10 x 20(100)	D10 x 10(50)
AS-17D Krypton	D10 x 28(140)@	D10 x 14(70)	D10 x 7(35)
AS-18C Kazoo	D10 x 70(350)@	D10 x 15(75)	D10 x 5(25)
AT-6D Spiral	D10 x 35(175)#	D6 x 10(30)	D4 x 7(14)

* Divide Target's AV by 5 before applying damage

Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

netic penetrator and follow-up explosive for use against harder targets. *Speed:* 715 mph/1,151 kph (1,748 yards per Turn.)

AGM-88 HARM (USA): This high-speed missile attacks radar-equipped anti-air sites, but is incapable of discerning friendly radar from the enemy. The HARM can be programmed to explode above the target, reducing the Damage Modifier to "None," but doubling all explosive ranges, or it can be set to detonate on impact. *Speed:* Mach 1.9 (1,254 mph/2,019 kph) (3,065 yards per Turn.)

AGM-114K Hellfire II (USA): This missile is intended for tank killing and bunker busting. See the AH-64D Longbow description for information on the Longbow Hellfire. *Speed:* Mach 1.4 (950 mph/1,530 kph (2,322 yards per Turn.)

AGM-122 Sidearm (USA): A rebuild of the obsolete AIM-9C Sidewinder, the missile kills radar-based air defense systems. *Speed:* Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

AGM-130A (USA): The missile can be guided all the way to its target or left on its own once fired, but even then the pilot may access the missile and change its targets. *Speed:* 715 mph/1,151 kph (1,748 yards per Turn.)

AGM-137 TSSAM (USA): The Tri-Service Standoff Attack Missile is a 2,000 lb. (1,000 kg) air-launched cruise missile with Stealth (Radar, Heat, Optical) 3, and is designed for destroying structures from afar. Development halted in the 90s, but the war necessitated its return. The AGM-137 uses a penetrator munition to defeat an installation's armored shell and then detonates submunitions within the structure. *Speed:* 600 mph/966 kph (1,467 yards per Turn.)

AS-14 Kedge (AoR): This is the AoR's primary air-to-surface missile, manufactured in both the E and G variants. Its short range is due to about half its weight being the warhead. *Speed:* Mach 2 (1,340 mph/2,157 kph (3,275 yards per Turn.)

AS-17D Krypton (AoR): Weighing a little under 1,500 lbs. (750 kg), this missile is used against land targets from a distance, especially those using radar. If tracked by a land-based radar for the purpose of anti-missile fire, the Krypton automatically turns its radar off until it is safe to begin tracking again (use last Strike Task until radar turns back on.) *Speed:* Mach 3.4 (2,232 mph/3,594 kph) (5,456 yards per Turn.)

AS-18C Kazoo (AoR): At a little over 2,000 lbs. (1,000 kg), this cruise missile is remarkable in that it can be flown as low as 20 feet (6.7 m) above the ground when optically guided (use Guns (Missiles); consider to have a NOE Navigation System 5.) It has Stealth (Radar, Heat, Optical) 4. *Speed:* 640 mph/1,030 kph (1,565 yards per Turn.)

AT-6D Spiral (AoR): A tube-launched missile primarily mounted on AoR helicopters, this Russian-designed missile has been upgraded to better challenge modern heavy armor, but still falls short in most cases, yet its compact nature makes it useful still. *Speed:* Mach 1.5 (1,004 mph/1,616 kph) (2,454 yards per Turn.)

What is a Retarded Bomb?

A retarded bomb uses a parachute, high-drag fins, or some similar device to slow the bomb's descent and allow it to explode in the air rather than on impact. These are also often known as airburst bombs, and they require some manner of fuse (timed, altitude, etc.) to detonate.

Bombs

AGM-154A JSOW (USA): The 154A Joint Standoff Weapon is a 1,250 lb. (625 kg) guided bomb that releases 145 skeet-like warheads over its target area. An IR sensor in each warhead programs it to seek a target, but lacking one, it detonates in the air, raining down shrapnel (treat each submunition as an offensive grenade.) Each bomb covers a 3,600 sq. yard area. *Speed:* Bomb; *Bomb Altitude:* 2,000 to 35,000 ft (667 to 11,667 m.)

AGM-154B JSOW (USA): The 154B Joint Standoff Weapon is a 1,250 lb. (625 kg) guided bomb used by the Air Force for attacking armor by releasing six submunitions that, in turn, each launch four warheads apiece. An IR sensor in each of the twenty-four warheads programs it to seek an armored target, but lacking one it detonates in the air, raining down shrapnel (treat as an offensive grenade.) Each bomb covers a 2,400 sq yard area. *Speed:* Bomb; *Bomb Altitude:* 2,000 to 35,000 ft (667 to 11,667 m.)

AGM-154C JSOW (USA): The 154C Joint Standoff Weapon is a 1,250 lb. (625 kg) guided bomb intended for general use. *Speed:* Bomb; *Bomb Altitude:* 2,000 to 35,000 ft (667 to 11,667 m.)

BLU-91 and BLU-92 Gator Mines: See the CBU-89.

CBU-59 Rockeye II: This APAM (anti-personnel, anti-materiel) cluster bomb dispenses 717 dart-like submuni-

Chapter 5

Bomb Table

WEAPON	ACC.	ATTACK	DAMAGE	AP FACTOR	DAMAGE MOD.	RANGE	EV
AGM-154A JSOW	None	4 GPS /4 IR@	D10 x 10(50)@	3 K@	x2@	16 to 42 miles (24 to 63 km)	#
AGM-154B JSOW	None	4 GPS /4 IR@	Varies@	3 SC@	x2@	16 to 42 miles (24 to 63 km)	#
AGM-154C JSOW	None	5 GPS	Varies	None	x2	16 to 42 miles (24 to 63 km)	#
CBU-59 Rockeye II	None	None	Varies@	3 SC	x2	Dumb Bomb Range	#
CBU-71	None	None	Varies@	None	x3	Dumb Bomb Range	#
CBU-87 CEM	None	None	Varies@	2 SC	x3	Dumb Bomb Range	#
CBU-89 Gator	None	None	Varies@	Varies	x2	Dumb Bomb Range	#
CBU-97 SFW	None	5 IR@	D10 x 10(50)@	3 K@	x2@	Dumb Bomb Range	#
GBU-27 HAVE VOID	3 LG	None	Varies	None	x2	Guided Bomb Range	#
GBU-28 Bunker Buster	2 LG	None	Varies	Varies	None (Pen)/x2	Guided Bomb Range	#
GBU-30 JDAM	None	6 GPS	As Mk 82	None	x2	Guided Bomb Range	#
GBU-32 JDAM	None	5 GPS	As Mk 84	None	x2	Guided Bomb Range	#
GBU-45 SDB Talon	4 LG	8 GPS	Varies	None	x2	Guided Bomb Range	#
LUU-2 Flare	None	None	None	None	None	None	#
Mk 78 Fire Bomb	None	None	Varies	None	None	Dumb Bomb Range	#
Mk 79 Fire Bomb	None	None	Varies	None	None	Dumb Bomb Range	#
Mk 82 GP Bomb	None	None	Varies	None	x2	Dumb Bomb Range	#
Mk 84 GP Bomb	None	None	Varies	None	x2	Dumb Bomb Range	#
SO-Mk 101 Bomb	None	None	Varies	None	None	Dumb Bomb Range	#

SC = Shaped Charge

K = Kinetic

@ Submunition

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

Guided Bomb Range: 1 mile (1.5 km) per 2,500 feet (833 m) of altitude.

Dumb Bomb Range: Equal to height dropped at.

Tools of War

Bomb Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM-154B JSOW*	1 yard	2 yards	3 yards
AGM-154C JSOW	5 yards	10 yards	20 yards
BLU-91 Gator Mine*	1 yard	2 yards	3 yards
BLU-92 Gator Mine*	2 yards	6 yards	10 yards
CBU-59 Rockeye II*	1 yard	2 yards	3 yards
CBU-71*	2 yards	4 yards	8 yards
CBU-87 CEM*	2 yards	4 yards	8 yards
GBU-27 HAVE VOID	10 yards	20 yards	50 yards
GBU-28 Bunker Buster (Penetrator)	1 yard	3 yards	5 yards
GBU-28 Bunker Buster (Bomb)	5 yards	10 yards	20 yards
GBU-45 SDB Talon	4 yards	8 yards	15 yards
Mk 78 Fire Bomb	5 yards	10 yards	20 yards
Mk 79 Fire Bomb	10 yards	20 yards	50 yards
Mk 82 GP Bomb	5 yards	10 yards	20 yards
Mk 84 GP Bomb	10 yards	20 yards	50 yards

* Each Submunition/Bomblet

Bomb Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM-154B JSOW**	D10 x 15(75)#	D10 x 5(25)	D10 x 2(10)
AGM-154C JSOW	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
BLU-91 Gator Mine**	D8 x 10(40)@	D8 x 8(32)	D8 x 4(16)
BLU-92 Gator Mine**	D10 x 10(50)	D10 x 5(25)	D10 x 2(10)
CBU-59 Rockeye II** &	D8 x 20(80)#	D8 x 10(40)	D8 x 5(20)
CBU-71** &	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
CBU-87 CEM**	D10 x 7(35)@	D10 x 5(25)	D10 x 2(10)
GBU-27 HAVE VOID	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)
GBU-28 Bunker Buster (Penetrator)	D10 x 40(200)*	D10 x 10(50)	D10 x 5(25)
GBU-28 Bunker Buster (Bomb)	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
GBU-45 SDB Talon	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)
Mk 78 Fire Bomb	D8 x 10(40)	D8 x 5(20)	D8 x 2(8)
Mk 79 Fire Bomb	D8 x 20(60)	D8 x 10(40)	D8 x 5(20)
Mk 82 GP Bomb	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
Mk 84 GP Bomb	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)

* Divide Target's AV by 5 before applying damage

Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

** Each Submunition/Bomblet

& Half is fire damage

tions from 500 feet (167 m), covering 106,666 sq yards. Half the damage caused is Fire damage. *Speed: Bomb; Bomb Altitude: Minimum 500 ft (167 m.)*

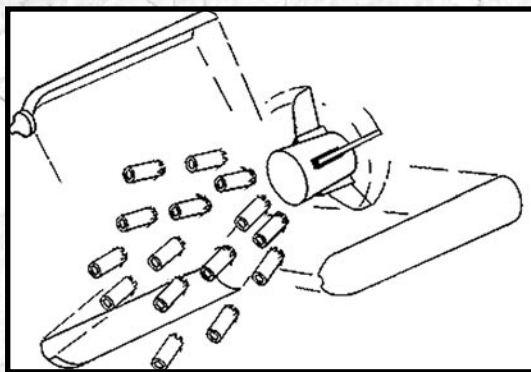
CBU-71: This APAM (anti-personnel, anti-materiel) cluster bomb dispenses 650 disc submunitions, covering 106,666 sq yards. Half the damage caused is Fire damage. The weapon's primary use is to destroy soft targets, such as fuel and ammunition dumps. *Speed: Bomb; Bomb Altitude: Minimum 500 ft (167 m.)*

CBU-87 CEM: This 1,000 lb. (500 kg) Combined Effect Munitions cluster bomb dispenses 202 submunitions over its target area of roughly 80,000 sq yards. *Speed: Bomb; Bomb Altitude: 500 ft (167 m.)*

CBU-89 Gator: This 1,000 lb. (500 kg) cluster bomb dispenses 72 BLU-91 anti-tank mines and 22 BLU-92 anti-personnel mines submunitions over its target area of 106,666 sq yards, creating a minefield. The BLU-91 has a magnetic sensor whereas the BLU-92 dispenses a tripwire. Optionally, the mines can be set on a time delay. The listed dispersion area considers the bomb to open at the optimal altitude, but having the bomb disperse the mines closer to the ground shrinks the affected area. *Speed: Bomb; Bomb Altitude: 3,000 ft (1,000 m.)*

CBU-97 SFW (USA): This 1,000 lb. (500 kg) Sensor-Fused Weapon cluster bomb dispenses ten rocket submunitions, each of which in turn releases four skeet-like warheads over its target area. An IR sensor in each of the forty warheads programs it to seek a heavily armored target, but lacking one it detonates in the air, raining down shrapnel (treat as an offensive grenade.) Each cluster bomb can cover a 4,800 sq. yard area. *Speed: Bomb; Bomb Altitude: 200 to 20,000 ft (67 to 6,667 m.)*

GBU-27 HAVE VOID: This is a modified Mk 84 bomb with an added airframe on the tail and advanced guidance unit on the head. Designed for covert attacks, it has Stealth (Radar) 4. *Speed: Bomb; Bomb Altitude: 200 to 20,000 ft (67 to 6,667 m.)*



GBU-28 Bunker Buster: This 5,000 lb. (2,250 kg) bomb consists of a shaped charge penetrator to defeat the armored shell of a bunker and a fragmentation explosive to explode inside the structure directly after. Against anything other than a building, bunker, etc., the penetrator's AP Factor is 2 instead of 5. *Speed: Bomb; Bomb Altitude: 200 to 20,000 ft (67 to 6,667 m.)*

GBU-30 JDAM: By adding a tailkit unit and guidance system to a Mk 82 dumb bomb, the latter is turned into a guided weapon. *Speed: Bomb; Bomb Altitude: 200 to 20,000 ft (67 to 6,667 m.)*

GBU-32 JDAM: By adding a tailkit unit and guidance system to a Mk 84 dumb bomb, the latter is turned into a guided weapon. *Speed: Bomb; Bomb Altitude: 200 to 20,000 ft (67 to 6,667 m.)*

GBU-45 SDB Talon (USA): Designed for the FB-22, the Talon Small Diameter Bomb is a thin 250 lb. (125 kg) bomb that has since been adapted for other craft. Four Talons can replace a single Mk 82 or GBU-30 JDAM in an aircraft's payload. An incredibly high cost means, the FB-22 and crucial missions have priority for their use. *Speed: Bomb; Bomb Altitude: 3,000 to 20,000 ft (1,000 to 6,667 m) or 500 to 3,000 ft (167 to 1,000 m) if the retarded variety.*

LUU-2 Flare: Dropped from an aircraft, the magnesium flare illuminates a 1,650 ft (503 m) radius from 1,000 feet (333 m) up and falls for 5 minutes, thanks to its parachute.

Mk 78 Fire Bomb: A 500 lb. (250 kg) napalm bomb (a mixture of benzene, gasoline and polystyrene) that can replace the Mk 82 in any payload, the Mk78 causes Fire damage, and is deployed against sup-

Tools of War

Rocket Table

WEAPON	ATTACK	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
FFAR HE Rocket	None	2 SC	x2	150*/300/1000 /2000/4000	16/8
FFAR Flechette Rocket	None	None	x3	150*/300/1000/ 2000/4000	32/16
FFAR MPSM Rocket	None	5 SC	x2	150*/1000/2000 /4000/7000	14/7
M26 Rocket	None	2 SC@	x2@	21 miles (32 km)	#
M26 ER Rocket	None	2 SC@	x2@	33 miles (50 km)	#
M30 Rocket	3 GPS	2 SC	x2	40 miles (60 km)	#

SC = Shaped Charge

K = Kinetic

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

@ Submunition

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

Rocket Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
FFAR HE Rocket	2 yards	5 yards	10 yards
FFAR Flechette Rocket	10 yards	20 yards	50 yards
FFAR MPSM Rocket	1 yard	10 yards	20 yards
M26 Rocket*	3 yards	8 yards	15 yards
M26 ER Rocket*	2 yards	6 yards	10 yards
M30 Rocket	2 yards	6 yards	10 yards

* Each Submunition/Bomblet

Rocket Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
FFAR HE Rocket	D10 x 14(70)@	D8 x 8(32)	D8 x 2(8)
FFAR Flechette Rocket	D10 x 8(40)	D10 x 4(20)	D8 x 2(8)
FFAR MPSM Rocket	D10 x 6(30)*	D10 x 4(20)	D8 x 2(8)
M26 Rocket**	D10 x 16(80)@	D10 x 6(30)	D4 x 4(8)
M26 ER Rocket**	D10 x 12(60)@	D10 x 5(25)	D6 x 2(6)
M30 Rocket	D10 x 30(150)@	D10 x 3(15)	D4 x 2(4)

* Divide Target's AV by 5 before applying damage

@ Divide Target's AV by 2 before applying damage

** Each Submunition/Bomblet

ply depots, entrenched troops, convoys, light structures, and so on. Anyone suffering more than 20 damage is engulfed and suffers D8 x2(8) Fire damage for D12(6)

Turns. Napalm sticks to most surfaces and is incredibly difficult to extinguish. *Speed:* Bomb; *Bomb Altitude:* 200 to 20,000 ft (67 to 6,667 m.)

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Mk 79 Fire Bomb: Treat this 1,000 lb. (500 kg) napalm bomb in the same manner as the Mk 78, except the Mk 79 replaces the Mk 84.

Mk 82 GP Bomb: This 500 lb. (250 kg) dumb, general purpose bomb can deploy an air bag and parachute assembly to slow its descent, allowing the air-burst fuse to detonate the weapon above a target or it can be allowed to impact normally. If the retarded option is used, reduce the Damage Modifier to "None" but double all explosive ranges. *Speed:* Bomb; *Bomb Altitude:* 3,000 to 20,000 ft (1,000 to 6,667 m) or 500 to 3,000 ft (167 to 1,000 m) if the retarded variety.

Mk 84 GP Bomb: This 2000 lb. (1000 kg) dumb bomb may employ either retarded or normal deployment option, as per the Mk 82. *Speed:* Bomb; *Bomb Altitude:* 3,000 to 20,000 ft (1,000 to 6,667 m) or 500 to 3,000 ft (167 to 1,000 m) if the retarded variety.

SO-Mk 101 Bomb (AoR): This Special Ordinance 2,000 lb. (1,000 kg) dumb bomb has a hollow interior cushioned to improve the chances of its contents' survival. The bomb is filled with as many as 20 esser scarabs or three soul worms, to be released on impact. The contents suffer D6 x 2(6) damage when the bomb hits the ground unless they succeed at a Difficult Constitution Test. *Speed:* Bomb; 3,000 to 20,000 ft (1,000 to 6,667 m) or 500 to 3,000 ft (167 to 1,000 m) if the retarded variety.

Rockets

FFAR Rockets: The 2.75-inch Folding Fin Aerial Rocket is a common weapon for assaulting land targets. They are carried in tubes or pods and fly dumb towards the target. The *high-explosive* version is for lightly armored targets and buildings, the *flechette rounds* for use against soft land targets and aircraft, and the *MPSM* (Multi-Purpose Submunition) is for killing armor by attacking the target with a 9-round burst, as outlined on pg 131 of *Armageddon*, at the listed damage per round. *Speed:* Mach 2.5 (1,651 mph/2,658 kph) (4,033 yards per Turn.)

M26 & M26 ER Rocket: The 13-foot (4.3 m) wooden rocket contains 644 M77 shaped-charge submunition. The slightly longer M26 ER (Extended Range) has an increased range at the cost of fewer M85 munitions, but the M85 may be remotely and harmlessly self-destructed. *Speed:* Mach 1.15 (760 mph/1,224 kph) (1,858 yards per Turn.)

M30 Rocket: An international effort, the M30 has improved accuracy and range. It uses GPS technology to strike its target (Accuracy 0 without GPS support.) High expense keeps the M30 out of standard deployment. *Speed:* Mach 1.15 (760 mph/1,224 kph) (11,858 yards per Turn.)

Surface Launched Munitions

Aster 30 (AoR): A joint venture between the French and Italians, the anti-missile-capable Aster 30 is now used exclusively by the AoR. It uses a booster stage to reach optimum range and speed before firing its "dart" missile for the kill. It is also resistant to jamming (-4 penalty to such attempts.) A land-based launcher typically has six missiles and is equipped with the Combat Computer, IFF, and Radar (Long Range) 4 vehicle features (pgs 220 to 224.) *Maximum Altitude:* 6.8 miles (10.2 km); *Speed:* Mach 4.1 (2,707 mph/4358 kph) (6,617 yards per Turn.)

LOSAT (USA): The LOSAT (Line Of Sight Anti-Tank) is a kinetic energy missile designed to use its mass and speed to penetrate even the toughest armor by reaching its top speed in just four seconds. Although designed to kill tanks, it is also useful against hard-target installations and lightly armored vehicles. The LOSAT's video camera is equipped with infrared capabilities. *Speed:* Mach 4.5 (2,972 mph/4,785 kph) (7,265 yards per Turn.)

M39 ATACMS: For use against personnel and soft targets, the Army Tactical Missile System peppers an area with 950 submunitions. The AoR also has a special M39H model. This "hatchery" missile contains a cushioned chamber rather than a warhead, within which is as many as 10 esser scarabs or a soul worm, to be released on impact. The contents suffer D6 x 2(6) damage when the rocket hits the ground unless

Tools of War

Surface Launched Table

WEAPON	ACC.	ATTACK	DAMAGE	AP FACTOR	DAM. MOD.	RANGE	EV
Aster 30 Dart	4 RGH	6 GPS	Varies	None	x2	2*/8/24/48/75 miles	#
LOSAT Missile	4 IR /2 OG	None	D10 x 150(750)	5 K	None	1000*/2000 /3000/4000 /5000	130 /65
M39 ATACMS	None	3 FF	Varies@	None	x3@	1*/25/50 /100/200 miles	#
M39 ATACMS BAT	5 IR	3 FF/5 IR@	Varies@	3 SC@	x2@	23*/40/60 /70/95 miles	#
MIM-104D Patriot	6 RGH /4 OG	None	Varies	None	x3	1*/3/10/40/95 miles	#
SC-90 Scramble	4 RG	4 FF@	Varies@	None	None	2*/8/36/72/100 miles	#
YMGM-157C EFOGM Missile	2 WG	7 IR	D10 x 40(200)	5 SC	x3	60*/1000/4000 /10000/15000	150 /75

SC = Shaped Charge

K = Kinetic

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

@ Submunition

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

Surface Launched Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Aster 30 Dart	1 yard	2 yards	3 yards
M39 ATACMS*	10 yards	20 yards	50 yards
M39 ATACMS BAT*	1 yard	2 yards	3 yards
MIM-104D Patriot	1 yard	2 yards	5 yards
SC-90 Scramble*	1 yard	3 yards	5 yards

* Each Submunition/Bomblet

Surface Launched Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Aster 30 Dart	D10 x 30(150)	D10 x 6(30)	D4 x 5(10)
M39 ATACMS *	D6 x 12(36)	D6 x 10(30)	D6 x 4(12)
M39 ATACMS BAT*	D10 x 30(150)#	D10 x 6(30)	D4 x 5(10)
MIM-104D Patriot	D10 x 20(100)	D10 x 5(25)	D10 x 2(10)
SC-90 Scramble *	D8 x 20(80)	D8 x 5(20)	D8 x 2(8)

Divide the target's AV by 3 before applying damage

* Each Submunition/Bomblet

they succeed at a Difficult Constitution Test. *Speed:* Mach 1.15 (760 mph/1,224 kph) (1,858 yards per Turn.)

M39 ATACMS BAT (USA): This variation of the M39 carries thirteen Brilliant Anti-armor Technology (BAT)

Chapter 5

Watercraft Launched Weapon Table

WEAPON	ACC.	ATTACK	AP FACTOR	DAM. MOD.	RANGE	EV
AGM84-ER Harpoon II SLAM-ATA	None	6 RGH	3 SC	x2	1* to 150 miles (1.5*-225 km)	#
AS-20 Kayak	None	5 RGH/7 GPS	3 SC	x2	3* to 80 miles (4.5* to 120 km)	#
BGM-109 Tomahawk V	None	6 GPS	None	None	1* to 1000 miles (1.5*-1500 km)	#
M4B SLBM	4 GPS	4 FF	None	None	5* to 2485 miles (7.5*-3728 km)	#
Mk 48 Torpedo	5 WG	3 SG(H)	None	x3	300*/2400/9600 /24000/42240	#
Mk 50 Torpedo	4 WG	3 SG(H)	2 SC	x2	300*/1200/4800 /9600/14960	#
Mk 67 SLMM	None	6 FF	2 SC	x2	150*/600/2400 /6000/9500	#
MSK-66 SLMM	6 SG	5 FF	None	x3	None	#
SM 39D Exocet Missile	None	5 RG	None	x2	1*/3/5/15/30 miles	#
SUT Torpedo	5 WG	4 SG	None	x3	300*/2000/7000 /14000/28000	#

SC = Shaped Charge

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

Heavy munitions weigh thousands of pounds and are towed/carried by vehicles.

submunitions, which it fires when reaching the target area of 1 square mile (2.6 sq km.) Each gliding submunition has an Accuracy of 3 IR to seek armored targets, doubling up on targets when less than thirteen are in the area. *Speed*: Mach 1.15 (760 mph/1,224 kph) (1,858 yards per Turn.)

MIM-104D Patriot (USA): As an effective weapon against both aircraft and missiles (they are anti-missile capable), Patriot launchers are the core of America's home-aerial-defense strategy. Currently only deployed from their 8-shot land launcher with trailer-mounted control and mobile radar station that combine to provide the Combat Computer, IFF, and Radar (Long Range) 3 vehicle features (pgs 220 to 224), using two missiles per target is standard. If radar tracking is jammed, the Patriot has an optical guidance system to automatically fall back on. *Maximum Altitude*: 16.7 miles (25 km); *Speed*: Mach 5 (3,800 mph/6,118 kph) (9,289 yards per Turn.)

SC-90 Scramble (AoR): A high-altitude anti-aircraft weapon with anti-missile capabilities, the SC-90 boosts to heights up to 50,000 feet (16,667 m.) Upon reaching the target area of up to 9 square miles (20.25 sq km), the booster releases four submunition missiles that proceed to hunt. Each submunition's computer prioritizes separate targets, but lacking four or more, the smaller missiles begin doubling up. The submunitions have an IFF system so they will not attack AoR aircraft, even when fired into the middle of a dogfight. Currently, the SC-90 is only available for use with the MARS (pg 235) vehicle and stationary AA sites. *Speed*: Mach 5.8 (3,800 mph/6,118 kph) (9,289 yards per Turn.)

YMGM-157C EFOGM (USA): A modified wire guided TOW missile, the EFOGM's warhead consists of a shaped charge and is designed to kill tanks. So far this missile has only been used on a modified Humvee variation, *Speed*: 224 mph (361 kph) (548 yards per Turn.)

Tools of War

Watercraft Launched Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM84-ER Harpoon II SLAM-ATA	2 yards	6 yards	10 yards
AS-20 Kayak	2 yards	6 yards	10 yards
BGM-109 Tomahawk V	10 yards	25 yards	50 yards
M4B SLBM	250 yards	750 yards	2000 yards
Mk 48 Torpedo	2 yards	6 yards	10 yards
Mk 50 Torpedo	1 yard	3 yards	5 yards
Mk 67 SLMM	2 yards	6 yards	10 yards
MSK-66 SLMM	5 yards	10 yards	20 yards
SM 39D Exocet Missile	1 yard	4 yards	8 yards
SUT Torpedo	2 yards	6 yards	10 yards

Watercraft Launched Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AGM84-ER Harpoon II SLAM-ATA	D8 x 40(160)#	D8 x 12(48)	D4 x 8(16)
AS-20 Kayak	D8 x 20(60)#	D8 x 6(24)	D4 x 4(8)
BGM-109 Tomahawk V	D10 x 60(300)	D10 x 18(90)	D10 x 6(30)
M4B SLBM	D10 x 200(1000)	D10 x 50(350)	D10 x 25(125)
Mk 48 Torpedo	D8 x 50(200)	D8 x 15(60)	D4 x 12(24)
Mk 50 Torpedo	D8 x 20(80)@	D8 x 5(20)	D4 x 5(10)
Mk 67 SLMM	D8 x 30(120)@	D8 x 8(32)	D4 x 8(16)
MSK-66 SLMM	D10 x 40(200)	D10 x 20(100)	D10 x 6(30)
SM 39D Exocet Missile	D10 x 30(150)	D10 x 10(50)	D10 x 4(20)
SUT Torpedo	D10 x 40(200)	D6 x 20(60)	D4 x 12(24)

Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

Watercraft Launched Munitions

AGM-84-ER Harpoon II SLAM-ATA (USA): This sea-skimming, Stand-off Land Attack Missile Automatic Targeting Acquisition weapon is air-, ship- or submarine-launchable, and it has one purpose: killing ships. *Speed:* 530 mph (853 kph) (1,296 yards per Turn.)

AS-20 Kayak (AoR): Also known as the "Harpoonski" because of its similarities to the Harpoon, the Kayak is the AoR's long-range, anti-ship missile. There is also an air-launched version. *Speed:* 684 mph (1,101 kph) (1,672 yards per Turn.)

BGM-109 Tomahawk V (USA): The Tomahawk carries a 1,000 lb. (500 kg) warhead and can fly as low as 50

feet (16.7 m.) It may also be fired from the air or from a submarine's torpedo tubes using a protective booster shell. Tomahawk weapons are multi-purpose and are deployed against both land and ship targets. The missile is equipped with Stealth (Radar, Heat) 2. *Speed:* 550 mph (886 kph) (1,345 yards per Turn.)

M4B SLBM (AoR): This 38.5-ton Submarine-Launched Ballistic Missile is a newer model of the obsolete nuclear-tipped M4. Aside from improved guidance and range, the M4B is fitted with a single fuel air explosive warhead (although chemicals and other agents can also be used), and it can strike at targets such as cities and military facilities at great distances. This missile suffers from High Profile (Radar) 2. *Speed:* Mach 20.3 (13,400 mph/21,574 kph) (32,756 yards per Turn.)

Chapter 5

Mk 48 Torpedo (USA): America's "heavyweight" torpedo, the 533mm Mk 48 is a ship and submarine killer. *Speed:* 63 mph (101 kph) (154 yards per Turn.)

Mk 50 Torpedo (USA): A "lightweight" torpedo, the 324mm Mk 50 "Barracuda" can launch from surface ships and aircraft. *Speed:* 65 mph (105 kph) (159 yards per Turn.)

Mk 67 SLMM (USA): This Submarine-Launched Mobile Mine exits the torpedo tube and travels to the predetermined location, where it remains and awaits a target. The torpedo's computer allows it to navigate around obstacles that would be inaccessible to other torpedoes. When the computer detects a target, it launches its warhead (which travels at the same speed but has a 1 mile/1.5 km range.) Maximum operational depth is 600 feet (200 m.) *Speed:* 28 mph (45 kph) (68.5 yards per turn.)

MSK-66 SLMM (AoR): A new development from the AoR's best weapon designers, this tubular sea mine has internal ballast and control computers to rest at a programmed depth ranging from the surface to 50 feet (16.7 m), and keeps it from floating out of location for as long as 120 days. As well as the standard sonar and contact detonators, the mine is also fitted with a magnetic anomaly mind (the FF feature) that detonates when at least 1 ton of metal is within 20 feet (6.7 m.) Do not add the launching vehicle's Base Accuracy to the mine's Guidance values. *Speed:* Immoblie.

SM 39D Exocet Missile (AoR):

The AoR's main ship-to-ship missile, although it can also be fired from an aircraft or from a submarine's torpedo tubes using a protective booster shell (increasing the range to 1*/5/10/20/45 miles in both instances), the Exocet is a versatile weapon. *Speed:* 707 mph (1,138 kph) (1,728 yards per Turn.)

SUT Torpedo (AoR): The AoR's torpedo of choice, all fleet submarines and torpedo-capable warships have been converted to use the 533mm Surface and Underwater Target torpedo. *Speed:* 40 mph (64 kph) (98 yards per Turn.)

Shell Types

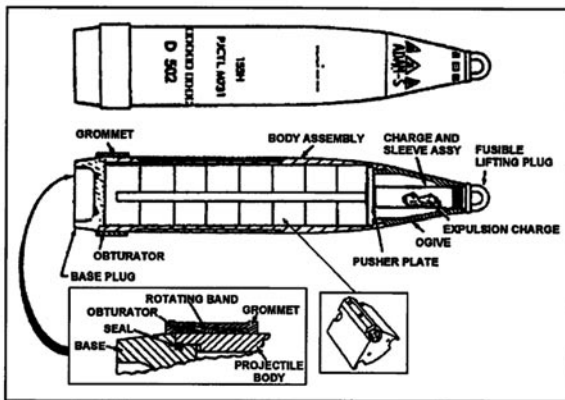
The following is a list of noteworthy shell types used by tanks, artillery, and shipboard cannons.

ADAM: Area Denial Anti-personnel Mine shells disperse anti-personnel mines over the target area. Treat each submunition as a M18 mine (pg 198) with regards to damage.

Agent: The shell carries a biological or chemical agent (pg 142.) Treat the cloud of agent as an explosive shell for the same weapon but with double the dispersal area. Allied forces have not yet resorted to such weapons, but the AoR uses them extensively.

Anti-Aircraft: Used against low flying aircraft, especially helicopters, this self-propelled round is essentially a small missile. Increase Accuracy by 1 against aircraft.

APERS: For use against infantry at close range, the 8,000 or so steel flechettes within essentially act as an oversized shotgun blast: +2 to the Strike Task at any range. Double the normal damage from a shotgun blast, but body armor is not twice as effective, as usual, although heavy vehicle armor is. The shell



ADAM Projectile.

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has a standoff fuse so it does not detonate until it has traveled from the weapon a short distance. The shell's armor-piercing factor only works against body armor or extremely unarmored vehicles and obstacles. At any point, the blast's cone is half as wide as it is distant from the weapon that fired the shell.

APICM: The round disperses anti-personnel grenades over the target area. Treat each submunition as a defensive hand grenade.

Armor-piercing: A common sabot shell, this round works wonders against armored targets, but is not as useful against structures or infantry.

Depleted Uranium (DU): Depleted Uranium is attained by enriching natural uranium through the removal of the U238 isotope from the U235. The U238 provides better armor-penetration than other, comparable materials.

ERM: The Extended-Range Munition is a self-propelled round that allows the tank to act as an indirect fire platform at much greater range, utilizing targeting information provided by a scout or other source. For artillery, an ERM round boosts range beyond normal.

HE: A basic high-explosive round.

HEAT: High Explosive Anti-Tank shells are used for tank killing, but their shaped charge also makes them useful weapon for attacking soft targets, such as bunkers and other buildings, as well as grouped infantry.

HPVAPFSDS: Hypervelocity Armor-piercing Fin Stabilized Discarding Sabot-Tracer—a highly effective DU sabot round used for tank killing.

Hypervelocity: The round achieves superior speed for increased armor penetration.

Illuminator: This illuminates an area by exploding at its apex, roughly 1,000 feet (333 m) up, lighting four square acres for roughly five minutes as it falls slowly to earth on its parachute. The shell's light may be seen up to a mile (1.5 km) away in daylight and 10 miles (15 km) at night. An infrared candle can replace the shell's standard candle, but only half the normal area is bathed in the light, leaving the area unlit save to those equipped with infrared vision equipment.

RAAM: Remote Anti-Armor Munition shells disperse anti-tank mines over the target area. Treat each submunition as a light anti-tank mine (pg 195.)

Smoke: The shell dispenses a cloud of smoke that disperses after ten Turns, but a moderate wind can disperse it in six Turns or a strong wind in one Turn. The burst radius for this weapon spreads out per Turn. Strike or Perception Tasks and Tests into, out of, or through the cloud suffer a -3 penalty (-1 in a moderate or stronger wind) unless aided by smoke-defeating equipment.

STAFF: A Smart Target -Activated Fire and Forget round actually hunts down its target, making course changes along the way. When above the target it releases an explosive penetrator that strikes down upon its victim, defeating defilade and other types of cover—consider the target to be in the open unless cover protects it from above as well. The round's Fire and Forget attack skill is 5.

Vehicles

The following is a selection of vehicles commonly used by the militaries of the End Times, along with previously published vehicles so that all are in one place and, where necessary, amended. When information conflicts with that presented in *Armageddon*, consider the information here to be the correct version. Some vehicles have variations upon the principle design listed, in which case only the differences between models are given; consider all other information to be the same as the principle model.

Vehicle Statistics Addendum

BASE ACCURACY

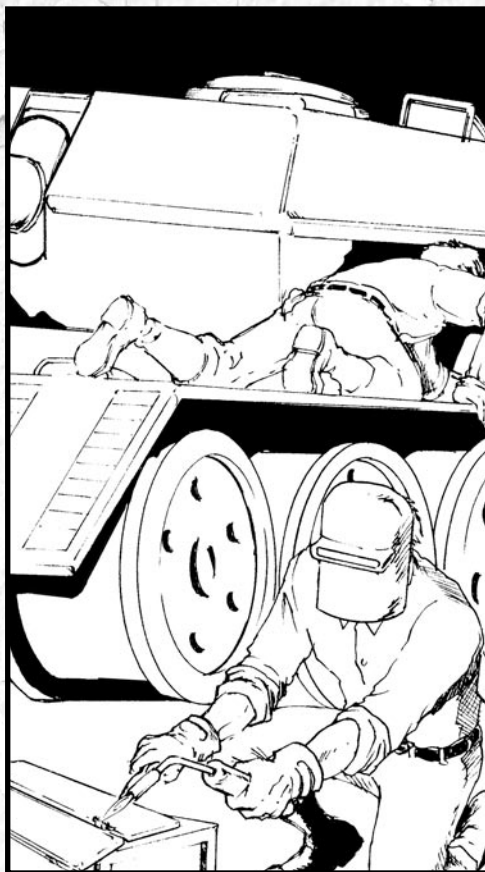
A new statistic, Base Accuracy represents the proficiency of any onboard targeting systems. Add this to the Accuracy value of most guided weapons—weapons that do not benefit from the targeting system do not utilize the vehicle's Base Accuracy. For example, a guided missile with an Accuracy of 4 mounted on a jet with a Base Accuracy of 3 would have an overall, combined Accuracy of 7.

Remember, do not add a vehicle's Base Accuracy to a submunition's accuracy. When firing a weapon with submunitions, firing the weapon requires a Strike Task to get the primary weapon over the desired target area and, if this is successful, it is followed with the submunitions using their Attack skill to strike at ground targets.

Note: The vehicle's Base Accuracy and the Accuracy of the weapon in question have already been added together for the vehicle's listing.

REACTIVE ARMOR

Subtract the AV from the damage of shaped-charge rounds before applying any other modifiers (do not divide the



Reactive AV due to the shaped-charge.) Kinetic (non-explosive) rounds are not affected by this armor. The armor works only once per facing/side of the vehicle.

Vehicle Features

This is a list of noteworthy equipment, sensors, and countermeasures the vehicle possesses, much like Qualities and Drawbacks operate for characters and creatures. Where necessary, values, ranges and additional information is provided. Variations on the basic vehicle model only list changes and additions to the features possessed by the former.

AEGIS

An advanced, integrated sensory system, the radar allows the vehicle to act as an aircraft control platform, and provides advanced sensory information to allied vessels and targeting

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data for onboard weapon systems. Weapons listed as benefiting from the aegis system are heavily automated, meaning they apply the aegis radar's value to their Accuracy or Attack skill as a Strike Task bonus. These weapons also benefit from the Anti-Missile feature while the sensors are active.

ANTI-MISSILE

The listed weapon is capable of anti-missile fire.

AUTOLOADER

The weapon does not need a crewman to reload it until all spare ammunition is spent.

CARGO HOOK

A hook-and-winch system is suspended from the vehicle, allowing it to lift the listed weight.

CHAFF

An aircraft fires these foil packets behind and to the side, applying the listed value as a bonus to any dodge attempt using the operator's Piloting skill and the vehicle's Handling against any radar-guided weapons. If the pilot chooses not to dodge, only use the chaff's value for the Resisted Task. Success means the weapon has fallen for the bait and detonates on the chaff; otherwise, the weapon continues to attack the vehicle. The chaff is rather easy to notice, so all radar gains the chaff's value as a modifier to any Task to spot the vehicle discharging it. In watercraft, "chaff" represents sonar decoys.

CHAMBERED

The vehicle can be sealed into different sections to prevent environmental contamination such as gases, chemicals, or spreading water. Unless stated otherwise, each chamber must be manually sealed. Reduce the amount of DC lost per Turn due to holing by half and double all times until a vessel sinks unless all the vessel's DC is lost.

COMBAT COMPUTER

The vehicle is equipped for interfacing with the battlefield command and control computer, granting access to the latest intelligence on enemy and friendly action and movements.

COMMUNICATIONS

The vehicle is equipped with radio communications. Digital capabilities allow for better encryption, improved quality, and improved transmission of data other than voice. Tactical communications are short range (10 miles/15 km) or less. Long-range communications uses the high-frequency band to communicate across hundreds or even thousands of miles/km.

COUNTER-BATTERY

The vehicle is fitted with sensors for detecting and calculating the trajectories of incoming artillery for the purpose of locating their source. The process is imprecise, so the equipment has a penalty value listed, which is added to any Systems Operations (Counter-Battery) Task made with it. See pg 113 for more details on counter-battery fire.

DIGITAL MAPPING

This system can interpret radar or other data into a rough topographical map display. This allows for Navigation checks at -2 (or worse), due to the lack of fine details.

DOZER

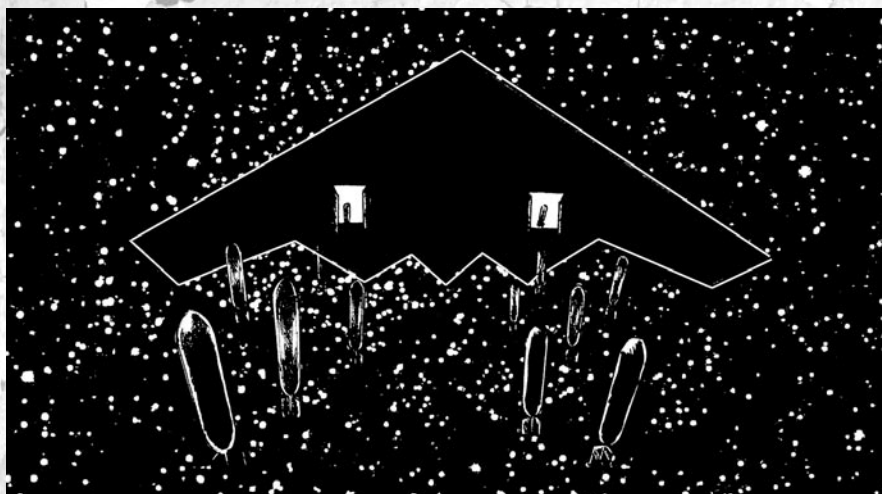
The vehicle has a dozer blade that can be used for, among other things, digging an entrenched position for the vehicle.

EJECTION SEAT

In emergencies, this seat can be forced from the aircraft, allowing the occupant to fall with a parachute.

EXTERNAL FUEL TANKS

Detachable fuel tanks mounted to a vehicle's exterior. Normally, they take the place of armament and may be detached while on the move.



FIRE SUPPRESSION SYSTEMS

Integral fire extinguishing and containment systems help reduce fire damage. Divide Fire damage after the initial Turn by half and for D4(2) Turns thereafter.

FLARES

Flares work in the same fashion as chaff, but operate against heat-seeking/infrared weapons. As heat is rather easy to notice, all heat-sensitive sensors gain the flare's value as a modifier to any Task to spot the vehicle.

FORDING KIT

A fording kit is a component that may be attached to the vehicle, granting it amphibious capabilities and a water speed of 4 mph (6 kph.)

FRDS

The Fast Rope Deployment System allows the aircraft to drop ropes so soldiers may climb or slide down without banging into the aircraft or each other.

GLOBAL POSITIONING SYSTEM (GPS)

Information relayed by satellite, triangulated land-based stations/vehicles, or high-altitude aircraft allows the vehicle to know its position and coordinates to within a few yards.

HIGH PROFILE

The opposite of Stealth, a High Profile value indicates an elevated level of exposure or weakness in a certain area. Any

weapon using the same form of guidance as the vehicle's High Profile (Optical, Radar, Sound, Laser, or Heat) aspect gains that value as a bonus to its Strike Task. An Optical value also applies to the naked eye. Chroniclers may also want to add temporary High Profile values to suit conditions. For instance, if a vehicle is firing lots of rockets and, thus, heating its surface area, Chroniclers may give the vehicle a temporary High Profile (Heat) value.

IDENTIFY FRIEND OR FOE (IFF)

An IFF system allows a combat computer to recognize transmissions and/or vehicle silhouettes, allowing it to differentiate friends from foes.

IN-FLIGHT REFUELING

The aircraft is equipped to dock with a fuel tanker plane that can provide refueling without landing.

INFRARED OPTICS

As infrared goggles (pg 175.)

JAMMING

A jamming device of a specific Type (Optical, Radar, Laser, or Heat) confuses and misdirects weapons and sensors using the same kind of information to track or detect targets. Active jamming (spending a Defensive action) allows the operator to roll an Intelligence and Systems Operations (Electronic Warfare) Task, adding the jammer's value as a bonus. Passive jamming (turning the device on but not using an action to actively oper-

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ate it) entails using the jammer's value alone with a D10 roll to determine success. Either way, use the result in place of a "Dodge" against any incoming attacks that are vulnerable to the jamming type, with success indicating the weapon is jammed and misses. This Task must be made every Turn jamming is performed.

Radio jamming, instead of providing a "Dodge" against attacks, uses the jammer's value as a penalty for Systems Operations (Radio) rolls due to interference.

There is an unfortunate side effect of jamming: all sensors and equipment of that Type add the jamming value as a bonus to the appropriate Systems Operations Task when trying to detect the jamming source.

LASER DESIGNATOR

This laser, which has a range of 300/600/1200/2400/6000 unless otherwise listed, "paints" whatever it is directed at, so laser-guided weapons can follow the beam and strike that same target. (See pg 177 for rules on laser-guided weapons.)

LASER RANGEFINDER

The laser provides an incredibly accurate reading to a "painted" target. It grants a +2 bonus to aimed shots in addition to the normal aiming bonus for an attack made at Medium Range or farther.

LASER WARNING SYSTEM

This system warns when a laser targeting system or laser rangefinder is painting the vehicle.

MACHINE SHOP

The vehicle has equipment for advanced repairs, granting the listed bonus to any Mechanical or Electronics Tasks.

MEDICAL

The vehicle has medical equipment beyond simple field kits, granting the listed bonus to any First Aid or Medicine Tasks.

MINESWEEPER

The equipment can detect mines (land or water, as appropriate) or similarly large pieces of metal with a Sensor

Operations (Minesweeper) Task using the listed value as a bonus. Unless otherwise stated, the equipment has a radius of 300 feet (100 m) from the vehicle. Some minesweeping equipment may list a value, representing superior equipment. This value is added to the Minesweeping Task.

NAP-OF-EARTH (NOE) NAVIGATION SYSTEM

Sensors or autopilot assistance makes navigating NOE maneuvers easier by applying their value against the NOE penalty (pg 110), to a maximum benefit of reducing the penalty to a 0 modifier.

NBC SEALED

The vehicle is proofed against nuclear, biological, and chemical contaminants and has an internal life support system.

NIGHT-VISION OPTICS

As night-vision goggles (pg 174.)

OFF ROAD

Off Road vehicles reduce penalties for terrain conditions (pg 159) by the listed value, to a maximum benefit of no penalty.

RADAR

Radar emissions allow the detection of vehicles and airborne weapons. On its own, radar makes an "attack" against such objects using double its value and a D10 roll. An operator uses Perception and Systems Operations (Radar), with the radar's value as a bonus. Radar becomes less effective at longer ranges, so apply Strike Task range penalties to the radar's effectiveness.

To simplify things, many radar systems list a range of "Short" (300/1000/1 mile/3 miles/5 miles), "Medium" (2/10/25/50/150 miles), "Long" (5/50/100/200/500 miles), or "Extreme" (50/200/500/1000/2500 miles), with the range categories and related penalties being the same as for weapons.

RADAR WARNING SYSTEM

This warning system alerts the operator when radar is scanning the vehicle. Most also warn of a missile radar targeting scan and lock.

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REDUNDANT CONTROLS

The vehicle's control systems have at least one backup, so if primary systems are damaged, the redundant systems compensate, allowing the vehicle to continue operating properly.

RESCUE HOIST

A winch-and-sling system used for extracting individuals or stretchers from the ground and into the aircraft without banging against the vehicle. The line is typically 200-feet (67 m) long and can support 600 lbs. (270 kg.)

SEARCHLIGHT

The vehicle is equipped with a powerful directional light which, unless otherwise indicated, has an 800-yard range and is swivel mounted. Some searchlights have an infrared option, making their light visible only to anyone equipped with infrared optics.

SMOKE GENERATOR (LIGHT)

Obscuring smoke begins to fall behind the vehicle in a line that can be as much as twice the vehicle's height. The smoky line disperses after ten Turns (a moderate wind can disperse it in 4 Turns or a strong wind in one Turn), unless the same line is repeated. Strike or Perception Tasks and Tests into, out of, or through the cloud suffer a -3 penalty (-1 in a moderate or stronger wind), unless aided by smoke-defeating equipment. For every 10 mph (16 kph) the vehicle is traveling while producing smoke, reduce the line's obscuring penalty by 1 because speed reduces the smoke's thickness.

SMOKE GENERATOR (HEAVY)

As the light smoke generator, except the Strike or Perception Task and Test penalty is -5 (-2 in a moderate or stronger wind), and the smoke takes twice as long to disperse.

SONAR

Sonar works the same way as radar (see previous), except it uses sonar emissions. Sonar is easily detected, applying double its value as a bonus to any Sensor

Operations Task to attempt doing so. Some sonar equipment is fitted with laser imagers that transform whatever is detected into a computer-interpreted, rough image.

To simplify things, many sonars list a range of "Short" (50/300/1200/3600/4 miles), "Medium" (200/800/3600/5 miles/10 miles), "Long" (1/5/25/50/100 miles), or "Extreme" (5/25/75/150/500 miles), with the range categories and related penalties being the same as for weapons. Passive sonar only detects sounds and sonar signals that come into contact with the receiver.

STABO (STABILIZED TACTICAL AIRBORNE BODY OPERATIONS) CAPABLE

The aircraft is equipped to perform STABO operations (pg 111.)

STAR (SURFACE-TO-AIR RECOVERY SYSTEM) CAPABLE

The aircraft is equipped to perform STAR (Surface-to-Air Recovery System) extractions (pg 111.)

STEALTH

The vehicle has countermeasures and design features that make it more difficult to target by related methods. Stealth must specify which type of targeting it is effective against (Optical, Radar, Sonar, Sound, Laser, or Heat), allowing the accompanying value to be applied as a penalty to the relevant Strike or detection Task. An Optical value also applies to the naked eye.

THERMAL OPTICS

As per thermal imaging goggles (pg 175.)

WINCH

A cable-and-hook system used for pulling and towing with a land vehicle or lowering and hauling cargo with aircraft. A typical cable is 200-feet (67 m) long and can safely support 5,000 lbs. (2,500 kg.)

Tools of War

Land Vehicles

BOMBARDIER OVER SNOW VEHICLE (AOR/USA)

ARBITER SCOUT CAR (AOR)

This AoR four-wheel drive vehicle is ideal for scouting enemy positions and performing long-range patrols. It is equipped to survive extreme battlefield conditions, and has a low profile to make it easier to conceal behind terrain. The machine gun is mounted above the passenger, and it is accessible through an environmentally sealed hatch. To accommodate extended time in the field, most of the area behind the crew compartment is devoted to hauling cargo, including extra fuel, sensors, and ammunition.

Weight: 7,000 lbs. (3.5 tons)

Height: 5.5 ft (1.8 m)

Width: 6.5 ft (2.2 m)

Length: 12 ft (4 m)

Speed: 50 mph (81 kph)

Range: 440 miles (660 km)

Acceleration: 15 mph (24 kph)

Toughness: 5

Handling: 3

Base Accuracy: 0

Skill: Driving (Car)

Crew: 2 (driver, gunner/navigator)

DAMAGE CAPACITY

Total: 120

ARMOR VALUE

All: 50

ARMAMENT

TURRETED 7.62MM MACHINE GUN

Skill: Guns (Machine Gun)

Accuracy: 0

Shots: 3000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

Features: Communications (Tactical, Digital, Satellite, Encrypted 4), NBC Sealed, Off Road 2, Winch.

The bombardier is a much-used over snow vehicle deployed for patrolling and traversing mountainous and snowy regions. The NBC sealing includes a powerful heater.

Weight: 5,152 lbs. (2.6 tons)

Height: 6.75 ft
(2.25 m)

Width: 6.5 ft
(2.2 m)

Length: 17.7 ft (5.9 m)

Speed: 40 mph (64 kph)

Range: 200 miles (300 km)

Acceleration: 10 mph (16 kph)

Toughness: 4

Handling: 2

Base Accuracy: 0

Skill: Driving (Tracked Vehicle)

Crew: 1, plus 11 passengers

DAMAGE CAPACITY

Total: 60 **Treads:** 15 each

ARMOR VALUE

All: 4

ARMAMENT

Normally none, but military variants may mount a light machine gun or missile launcher, but doing so requires removing the passenger hold, leaving room for only two passengers in the cabin, and requiring the weapon operator to remain in the cold.

Features: Communication (Tactical), GPS, NBC Sealed, Off Road 5 (Snow only; 3 against ice)

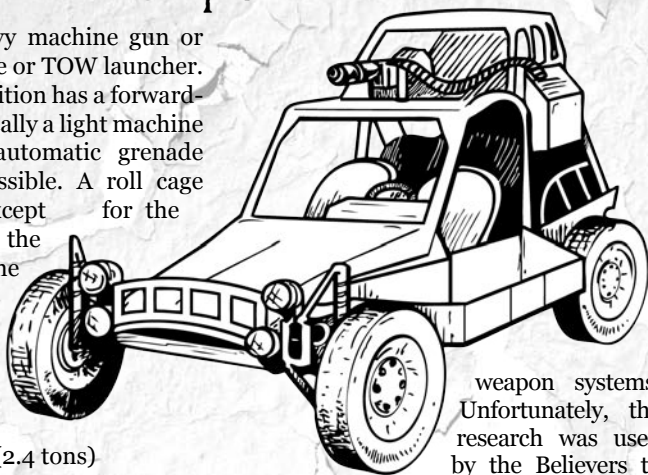
CHENOWETH ADVANCED LIGHT STRIKE VEHICLE (ALSV) (USA)

Originally designed with the SEALs in mind, this versatile, all-terrain vehicle now performs in many roles, including scouting, forward observation/laser painting, patrolling, and SpecOps infiltration and support for America's elite warriors.

The upper, rear gunner station is fully traversable and has stabilized, computer-assisted aiming. The station can

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mount either a heavy machine gun or an automatic grenade or TOW launcher. The shotgun seat position has a forward-facing weapon—typically a light machine gun, although an automatic grenade launcher is also possible. A roll cage protects the crew, except for the rear gunner, should the ALSV roll over, and the side compartments can be used to carry men, including injured, or extra gear and weapons.



Weight: 4,800 lbs. (2.4 tons)
Height: 6.6 ft (2.2 m)
Width: 6.9 ft (2.3 m)
Length: 13.4 ft (4.5 m)
Speed: 70 mph (113 kph)
Range: 310 miles (500 km)
Acceleration: 30 mph (48 kph)
Toughness: 4
Handling: 4
Base Accuracy: 1
Skill: Driving (Car)
Crew: 3 (driver, 2 gunners)

DAMAGE CAPACITY

Total: 98

ARMOR VALUE

All: 4

ARMAMENT

The top gunner position typically mounts a .50 caliber machine gun, M307 OCSW, TOW-4, or M-19 grenade launcher, while the shotgun position has either the M-19, or a M249 SAW or M260 MSAW machine gun.

Features: Communications (Tactical, Digital, Satellite, Encrypted 3), Off Road 3, Winch.

HOLY FIST TANK (REVISED) (AOR)

This main battle tank was secretly developed and produced by the Church of Revelations, under the guise of a joint German-Polish weapon research project to build a substitute for the Leopard II tanks. The prototype was meant to be the first of the next generations of tanks, with vastly improved armor and

weapon systems. Unfortunately, the research was used by the Believers to produce their tanks, which rolled out of their hiding places shortly after the fall of Germany.

The Holy Fist has a very unusual shape, with two small, unmanned turrets stacked one on top of the other and pushed towards the rear of the tank, and a radically sloped front. It only has two crewmen, and even then, it is rather cramped compared to the M1 and Leopard tanks. It is also heavier and somewhat slower than the previous generations of tanks. It is, however, almost unstoppable. Few weapon systems have a chance of scoring a one-hit kill on the Holy Fist, and few tanks can survive one shot from its 140mm hypervelocity gun.

The only good news about the Holy Fist is that the Believers have not been able to produce it in large quantities. The Army of Revelations had about 1,000 of the tanks at the start of the war. After replacing losses and building more, the current inventory is thought to be fewer than 3,000, with about a fourth of those in service in America.

Weight: 140,000 lbs. (70 tons)
Height: 9 ft (2.7 m)
Width: 10 ft (3 m)
Length: 36 ft (12 m), including gun
Speed: 35 mph (56 kph)
Range: 250 miles (375 km)
Acceleration: 10 mph (16 kph)
Toughness: 6
Handling: 4
Base Accuracy: 3
Skill: Driving (Military Tracked Vehicle)
Crew: 2 (commander/gunner, driver), gun uses autoloader

Tools of War

Holy Fist 140mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE
Anti-Aircraft	Varies	None	x2	300/1500/3000 /4500/6000
APERS	D10 x 8(40)	2 K	None	75*/125/175 /225/300
High-Explosive	Varies	None	None	300/1500/3500 /4500/6000
HPVAPFSDS	D10 x 70(350)	3 K	x2	300/1000/2500 /3500/5000
Hypervelocity	D10 x 70(350)	2 K	None	300/1000/2500 /3500/5000

* Minimum Range

140mm Explosive Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	3 yard	8 yards	15 yards
High-Explosive	1 yard	5 yards	10 yards

140mm Explosive Damage Table

Round	Ground Zero	General Effect	Maximum Range
Anti-Aircraft	D10 x 30(150)	D10 x 6 (30)	D10 x 4(20)
High-Explosive	D10 x 60(300)	D10 x 10(50)	D10 x 5(25)

DAMAGE CAPACITY

Total: 800

Turret: 250

Secondary

Tracks: 150 each

Main Body: 700

Turret: 100

ARMOR VALUE

Front: 420*

Sides: 200*

Tracks: 50 each

Rear: 150*

Top: 300*

* This armor is made of special composite materials. Do not divide AV against armor-piercing munitions.

ARMAMENT

140MM SMOOTHBORE CANNON

Skill: Guns (Tank)

Accuracy: 3 (5 w/laser rangefinder)

Shots: 50

Rate of Fire: 1 per Turn

Ammunition: Typical Mix is 20 armor-piercing (depleted uranium or regular), 15 HEAT, 5 anti-aircraft. (See pg 218 for information on shell types.)

20MM AUTOCANNON

(360-DEGREE MINI-TURRET)

Skill: Guns (Tank)

Accuracy: 4

Shots: 300

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 100/200/800/1500/2000

COAXIAL AUTOMATIC GRENADE LAUNCHER

Skill: Guns (Tank) or Guns (Grenade Launcher)

Accuracy: 4

Shots: 100

Rate of Fire: One 10-round burst per Turn, or two 5-round bursts per Turn

40mm Grenades

Damage: See Explosive Damage Table (pg 189); Armor-piercing Factor: Varies; Damage Modifier: Varies; Range: 20/100/500/1500/2000

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BOW-MOUNTED AUTOMATIC GRENADE LAUNCHER

Skill: Guns (Tank) or Guns (Grenade Launcher)

Accuracy: 4

Shots: 100

Rate of Fire: One 10-round burst per Turn, or two 5-round bursts per Turn

40mm Grenades

Damage: See Explosive Damage Table (pg 189); Armor-piercing Factor: Varies; Damage Modifier: Varies; Range: 30/150/750/2250/3000

7.62MM COAXIAL MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)

Accuracy: 3

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

Skill: Guns (Tank)

Accuracy: 1

Shots: 1

Smoke Grenade Barrage

Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing Factor: None; Damage Modifier: None; Range: 2/5/10/15/20

Dispersal: Turn 1: 2 yard radius, Turn 2: 5 yard radius, Turn 3: 10 yard radius

Features: Autoloader (Main Gun), Combat Computer, Communication (Tactical, Digital, Satellite, Encrypted 4), Fording Kit, IFF, Infrared Optics (All Crew; Commander has 360° periscope view), GPS, Laser Rangefinder, NBC Sealed, Off Road 3, Redundant Controls.

HOLY VESSEL INFANTRY FIGHTING VEHICLE (REVISED) (AOR)

This troop carrier is roughly equivalent to the Bradley IFV, except that it is somewhat larger, able to carry an 8-man squad, and more lightly armored.

Weight: 60,000 lbs. (30 tons)

Height: 10 ft (3 m)

Width: 10 ft (3 m)

Length: 30 ft (10 m)

Speed: 45 mph (72 kph)

Range: 300 miles (450 km)

Acceleration: 15 mph (24 kph)

Toughness: 3

Handling: 4

Base Accuracy: 4

Skill: Driving (Military Tracked Vehicle)

Crew: 3 (gunner, commander, driver), plus 8 troopers

DAMAGE CAPACITY

Total: 425

Turret: 120

Main Body: 300**Tracks:** 80 each

ARMOR VALUE

Front: 100 + 200*

Sides: 75 + 200**

Rear: 75

Top: 75

Tracks: 40 each

* Reactive Armor (pg 220)

ARMAMENT

30MM AUTOCANNON (TURRET)

Skill: Guns (Tank)

Accuracy: 4

Shots: 300

Rate of Fire: 5-round bursts, or full automatic

Armor-Piercing Round

Damage: D8 x 15(60); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 100/200/800/1500/2000

MISSILE LAUNCHER

Skill: Guns (Tank)

Accuracy: 4 LG/10 RGH

Shots: 1, plus the Holy Fist carries a spare missile

Ammunition: The AT-14G Kornet is standard, but a TOW can also be used.

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

Skill: Guns (Tank)

Accuracy: 1

Shots: 1

Smoke Grenade Barrage

Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing

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Factor: None; Damage Modifier: None;
Range: 2/5/10/15/20

Dispersal: Turn 1: 2 yard radius, Turn
2: 5 yard radius, Turn 3: 10-yard radius

Features: Combat Computer,
Communication (Tactical, Digital,
Encrypted 4), Fording Kit (Integrated),
IFF, Infrared Optics (All Crew;
Commander has 360° periscope view),
GPS, Off Road 2, Redundant Controls,
Smoke Generator (Light.)

BLESSED EYE CLOSE DEFENSE VEHICLE (VARIANT) (AOR)

An anti-aircraft missile launcher has
replaced the Holy Vessel's main turret.
Missile storage has replaced the passen-
ger area, and keeping the vehicle light
and mobile has necessitated removing
the reactive armor. The missile turret
mounts the Aster 30s below with the
Grouse in a rack mount above.

Weight: 48,000 lbs. (24 tons)

Height: 14.5 ft (4.8 m)

Speed: 50 mph (81 kph)

Range: 360 miles (540 km)

Crew: 4 (gunner, commander, driver,
sensor technician)

ARMOR VALUE

Front: 100 **Sides:** 75

Rear: 75 **Top:** 75

Tracks: 40 each

ARMAMENT

The Aster 30 missiles are used for long
range, anti-air and anti-missile fire, while
the Grouse are for close-air defense.

ANTI-AIR MISSILE TURRET

Skill: Guns (Missiles)

Accuracy: 8 RGH

Attack: 6 GPS

Shots: 2

Rate of Fire: 1 per Turn

Ammunition: Aster 30 missiles.

ANTI-AIR MISSILE TURRET

Skill: Guns (Missiles)

Accuracy: 9 IR

Shots: 6

Rate of Fire: Up to 2 per Turn

Ammunition: SA-19 Grouse missiles. 12
spare missiles are kept within the vehicle.

Additional Features: Counter-
Battery -2, Radar (Short Range) 4,
Radar Warning System.

HURRICANE AIR DEFENSE VEHICLE (VARIANT) (AOR)

A modified Holy Vessel, the turret
has been replaced with a Gatling-style
flak gun that fires 40mm shells that
can be set to explode on impact or at a
pre-determined altitude (in which case
reduce the Damage Multiplier by 1 but
gain a +2 to the Strike Task versus air-
craft at that altitude.) In addition, the
reactive armor has been removed to
lighten the vehicle, while the passen-
ger space has been taken up with extra
ammo, equipment, and crew.

Weight: 48,000 lbs. (24 tons)

Height: 14.5 ft (4.8 m)

Speed: 50 mph (81 kph)

Range: 360 miles (540 km)

Crew: 4 (gunner, commander, driver,
sensor technician)

ARMOR VALUE

Front: 100 **Sides:** 75

Rear: 75 **Top:** 75

Tracks: 40 each

ARMAMENT

40MM FLAK GUN (TURRET)

Skill: Guns (Anti-Aircraft)

Accuracy: 6

Shots: 40

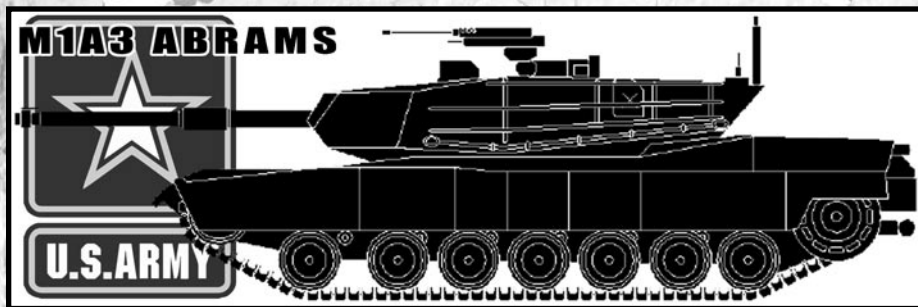
HE Incendiary Round

Damage: D10 x 10(50) (Ground Zero;
1 yard), D10 x 6(30) (General Effect; 3
yards), D10 x 2(10) (Maximum Range;
5 yards); Armor-piercing Factor:
None; Damage Modifier: x2; Range:
100/200/800/1500/3000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

As the Holy Vessel

Additional Features: Anti-Missile
(Flak Gun), Counter-Battery -4, Radar
(Short Range) 4.



PURIFIER INFANTRY SUPPRESSION VEHICLE (VARIANT) (AOR)

Purifiers are terror weapons deployed to cause property damage and ravage enemy morale. A Holy Vessel variation, the autocannon has been replaced with a flamethrower that is used to clear trenches and bunkers and burn down cities. A light machine gun has also been added to the turret for defense. The reactive armor has been removed to lighten the vehicle, and much of the space within is taken up with gel tanks for the flamethrower. There remains space for two flamethrower-equipped soldiers within, to be unleashed upon nearby infantry and buildings.

Weight: 48,000 lbs. (24 tons)

Height: 14.5 ft (4.8 m)

Speed: 50 mph (81 kph)

Range: 360 miles (540 km)

Crew: 3 (gunner, commander, driver), plus 2 flame troopers

ARMAMENT

FLAMETHROWER (TURRET)

Skill: Guns (Flamethrower)

Shots: 130 bursts

Rate of Fire: Special; see text

Damage: D6 x 3(9) Fire per Turn;
Armor-piercing Factor: None;
Damage Modifier: None; Range:
40/80/1000/120/130

Treat as a regular, back-mounted flamethrower (pg 179), except anyone hit with 2 or more bursts is engulfed and suffers D6 x 5(15) Fire damage per Turn. Extinguishing the gel is no easy task.

7.62MM MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)

Accuracy: 3

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing
Factor: 2 (kinetic); Damage Modifier:
None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

As the Holy Vessel

Additional Features: No IFF.

M1A3 ABRAMS TANK (REVISED) (USA)

The first M1 Tanks were introduced in the 1980s as replacements for the M60 tank. They marked a new generation of Main Battle Tanks, surprising the armchair generals who had predicted armored combat vehicles had been made obsolete by anti-tank missiles. These tanks used new composite armors that could not be pierced by most shaped-charge explosives.

The M1A3 was developed in the early 21st century. It added an automatic loader, not because it was necessarily superior to a human loader, but because the shrinking size of the army made it important to reduce the number of crewmembers per tank. It has more armor protection than earlier versions of the tank. The War has shown the M1 tank is no longer invulnerable; the Holy Fist is a superior fighting vehicle. A new tank model is due to start seeing service in 2017.

Tools of War

Abrams 120mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE
Anti-Aircraft	Varies	None	x2	300/1500/3000 /4500/6000
Armor-Piercing	D10 x 50(250)	3 K	None	300/1000/2500 /3500/5000
ERM	Varies	5 SC	x3	500*/2000/4000 /6000/8000
HEAT	Varies	5 SC	x3	300/1500/3000 /4000/5000
HPVAPFSDS	D10 x 50(250)	3 K	x2	300/1000/2500 /3500/5000
STAFF	D10 x 50(250)	5 SC	None	300/1500/3000 /4000/5000

* Minimum Range

120mm Explosive Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	3 yard	8 yards	15 yards
ERM	1 yard	5 yards	10 yards
HEAT	1 yard	5 yards	10 yards

120mm Explosive Damage Table

OUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	D10 x 20(100)	D10 x 4 (20)	D10 x 2(10)
ERM	D10 x 30(150)*	D6 x 10(30)	D4 x 10(20)
HEAT	D10 x 40(200)*	D10 x 8 (40)	D10 x 5(25)

* Divide Target's AV by 5 before applying damage

@ Divide Target's AV by 2 before applying damage

Weight: 120,000 lbs. (60 tons)

Height: 9 ft (3 m)

Width: 12 ft (4 m)

Length: 30 ft (10 m), including gun

Speed: 45 mph (72 kph)

Range: 300 miles (450 km)

Acceleration: 15 mph (24 kph)

Toughness: 6

Handling: 3

Base Accuracy: 3

Skill: Driving (Military Tracked Vehicles)

Crew: 3 (gunner, commander and driver), gun uses autoloader

DAMAGE CAPACITY

Total: 750 **Turret:** 400

Main Body: 600**Tracks:** 100 each

ARMOR VALUE

Front: 350*

Rear: 120*

Sides (Turret): 300*

Top: 120*

Sides (Main Body): 200*

Tracks: 50 each

* This armor is made of special composite materials. Do not divide AV against armor-piercing munitions.

ARMAMENT

120MM SMOOTHBORE CANNON

Skill: Guns (Tank)

Accuracy: 3 (5 w/laser rangefinder)

Shots: 40

Rate of Fire: One per two Turns

Ammunition: Typical Mix is 20 armor-piercing (depleted uranium or regular), 15 HEAT, 5 anti-aircraft. (See pg 218 for information on shell types.)

Chapter 5

.50 CALIBER MACHINE GUN (COMMANDER'S CUPOLA, TURRET)

Skill: Guns (Machine Gun)

Accuracy: 3 (3x magnification)

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 15/200/400/2000/6000

7.62MM COAXIAL MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)

Accuracy: 3

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER

(X2; 1 PER SIDE)

Skill: Guns (Tank)

Accuracy: 1

Shots: 1

Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing Factor: None; Damage Modifier: None; Range: 2/5/10/15/20

Dispersal: Turn 1: 2 yard radius, Turn 2: 4 yard radius, Turn 3: 7 yard radius

Features: Autoloader(120mm Cannon), Combat Computer, Communications (Tactical, Digital, Satellite, Encrypted 3), Dozer (Optional), Fire Suppression System, Fording Kit, GPS, Laser Rangefinder, NBC Sealed, Off Road 3, Redundant Controls, Smoke Generator (Light), Thermal Optics (All Crew; Commander has 360° periscope view.)

M1 MINE CLEARING BLADE

An add-on operated from within the tank, the M1 system can clear mines as far ahead of the vehicle as 6 feet (2 m), whether the mine is on the surface or slightly buried. To see if the mine is cleared, make an "attack" against it by rolling D10 and adding 4—Chroniclers should feel free to add penalties based on factors such as the

mine's depth, the surface composition, etc. If the attack succeeds, the mine explodes if it has a pressure or contact detonator; otherwise, it is lifted to the surface so that support crews may defuse it. An explosion rolls for damage against the heavily armored blade, as normal, with anything that penetrates it possibly damaging the tank.

Weight: +10,000 lbs. (5 tons)

Height: 2.5 ft (0.8 m)

Width: 14.9 ft (4.9 m)

Length: 9.6 ft (3.2 m)

Speed: Reduce by 10 mph (16 kph)

DAMAGE CAPACITY

Total: 150

ARMOR VALUE

All: 180

M2001 CRUSADER SELF-PROPELLED HOWITZER (USA)

Instituted to replace the M109A6 Paladin, the US' Crusader is air-deployable, and utilizes cutting-edge electronics and weapon systems to provide the best in mobile-artillery support. The Crusader's relatively high speed allows it to follow closely behind advanced armor columns, always keeping the latter in range of its support. This ability is aided by the dedicated M2002 tracked-support and M2003 wheeled-support vehicles, each of which carries 100 spare 155mm rounds and can reload the Crusader in about ten minutes.

Weight: 79,600 lbs. (39.8 tons)

Height: 9.5 ft (3 m)

Width: 11.5 ft (3.8 m)

Length: 24.7 ft (8.2 m), 42.4 ft (14 m) with gun

Speed: 42 mph (68 kph)

Range: 251 miles (377 km)

Acceleration: 10 mph (16 kph)

Toughness: 4

Handling: 2

Base Accuracy: 4

Skill: Driving (Tracked Military Vehicle)

Crew: 3 (driver, commander, gunner), gun uses autoloader

Tools of War

Crusader 155mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE**
APICM	Submunition	None	None	350*/3500/7000/21000/40000
HE	Varies	None	x2	350*/3500/7000/21000/40000
RAAM	Submunition	None	None	350*/3500/7000/21000/40000
Illuminator	None	None	None	350*/3500/7000/21000/40000
Smoke	None	None	None	350*/3500/7000/21000/40000

* Minimum Range

** ERM rounds have a range of 350*/8000/16000/32000/62000

DAMAGE CAPACITY

Total: 550 **Turret:** 150
Main Body: 410 **Tracks:** 100 each

ARMOR VALUE

Front: 80 **Rear:** 60
Sides (Turret): 45
Sides (Main Body): 60
Top: 60 **Tracks:** 50 each

ARMAMENT

See pg 278 for details on 155mm area of effect and damage for 155mm howitzer shells.

155MM HOWITZER

Skill: Guns (Artillery)
Accuracy: 4 (6 w/laser rangefinder)
Shots: 60
Rate of Fire: 1 per Turn
Ammunition: Typical Mix is 30 HE, 5 RAAM, 5 APIC, 5 Smoke and 3 Illuminator.

.50 CALIBER COMMANDER'S MACHINE GUN

Skill: Guns (Machine Gun)
Accuracy: 3 (3x magnification)
Shots: 2000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); Armor-piercing
Factor: 2 (kinetic); **Damage Modifier:** None; **Range:** 15/200/400/2000/6000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

As the M1A3 Abrams

Features: Autoloader (Howitzer), Combat Computer, Communication (Tactical, Digital, Encrypted 4), Counter Battery -2, Fording Kit, IFF, Infrared Optics (All Crew), GPS, Laser Rangefinder, NBC Sealed, Off Road 1.



Chapter 5

M270A1 MLRS SELF-PROPELLED LOADER/LAUNCHER (USA)

Intended to destroy enemy air-defense and fire-support systems, as well as personnel and lightly armored targets, the American MLRS can deliver a high volume of ordnance in a short time and rearm in about ten minutes, thanks to a largely automated re-supply system fed by specialized support vehicles. When used in cooperation with forward scouts and traditional cannon artillery, the M270 is a deadly battlefield support weapon effective against both soft and hard targets.

Weight: 55,536 lbs. (27.8 tons)
Height: 8.7 ft (2.9 m)
Width: 9.8 ft (3.2 m)
Length: 22.8 ft (7.6 m)
Speed: 40 mph (64 kph)
Range: 320 miles (480 km)
Acceleration: 15 mph (24 kph)
Toughness: 3
Handling: 2
Base Accuracy: 4
Skill: Driving (Military Tracked Vehicle)
Crew: 3 (driver, gunner, commander)

DAMAGE CAPACITY

Total: 490 **Launcher (x2):** 50
Main Body: 390 **Tracks:** 60 each

ARMOR VALUE

All: 10

ARMAMENT

Armed with a pair of either rocket or missile launchers.

ROCKET LAUNCHER (X2)

Skill: Guns (Missiles)

Accuracy: M26 4 (+2 w/laser range-finder); M30 7 GPS

Shots: 6

Rate of Fire: Single

Ammunition: Typically loaded with the M26 (or M26 ER) rocket, but can also fire the M30.

OR

MISSILE LAUNCHER (X2)

Skill: Guns (Missiles)

Accuracy: M39 BAT 9 IR (+2 w/laser rangefinder)

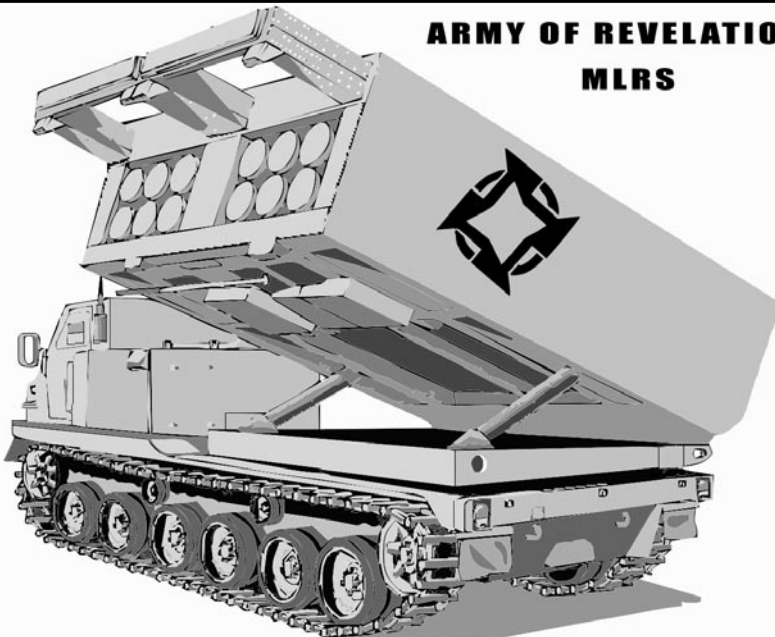
Attack: M39 3 FF; M39 BAT 3 FF/5 IR (submunitions)

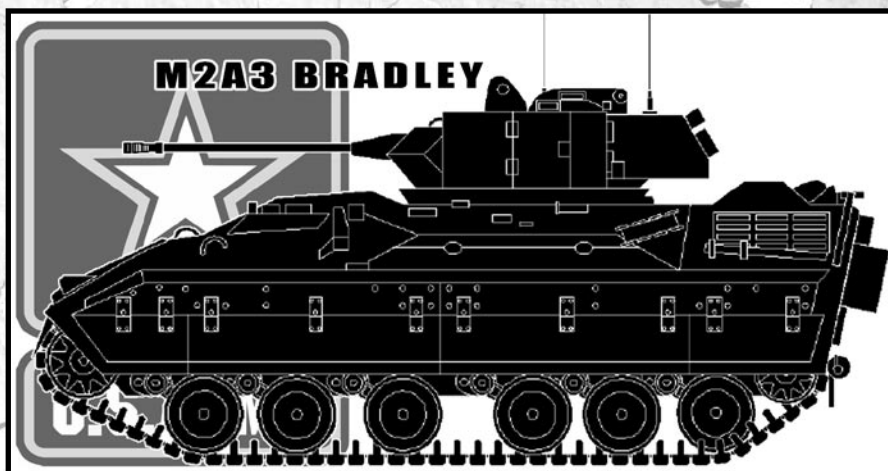
Rate of Fire: Single

Ammunition: M39 missiles are standard, but M39 BATs are used in an anti-armor role.

Features: Combat Computer, Communications (Tactical, Digital, Encrypted 5), Counter-Battery -2, GPS, Infrared Optics (AllCrew), Meteorological Sensor, Laser Rangefinder, NBC sealed, Redundant Controls.

ARMY OF REVELATIONS MLRS





ROCKET LAUNCHER MARS (VARIANT) (AOR)

The German (and thus AoR) version of the M270A1 MLRS, the MARS boasts improved targeting systems and can fire the SC-90 Scramble missile rather than the American M39 BAT.

Base Accuracy: 4

ARMAMENT

MISSILE LAUNCHER (X2)

Skill: Guns (Missiles)

Accuracy: SC-90 8 RG (+2 w/laser rangefinder)

Attack: M39 3 FF; SC-90 4 FF (submunitions)

Rate of Fire: Single

Ammunition: M39 or M39H missiles are standard, but SC-90s are used in anti-aircraft or anti-missile roles

M2A3 BRADLEY INFANTRY FIGHTING VEHICLE (REVISED) (USA)

This mechanized infantry vehicle is designed to carry and provide fire support for a squad of six soldiers. Although it looks like a tank, the American Bradley is not meant to fight tanks one-on-one. It lacks the armor to survive a direct hit from a main gun, for one. The Bradley has been in service for over thirty years at the start of the War. Besides a few improvements (mainly in the anti-tank rocket launchers it uses), it is the same vehicle that fought in Desert Storm.

Weight: 50,000 lbs. (25 tons)

Height: 9.8 ft (3 m)

Width: 10 ft (3 m)

Length: 21 ft (7 m)

Speed: 45 mph (72 kph)

Range: 300 miles (450 km)

Acceleration: 15 mph (24 kph)

Toughness: 3

Handling: 4

Base Accuracy: 3

Skill: Driving (Military Tracked Vehicle)

Crew: 3 (gunner, commander, driver), plus 6 troopers

DAMAGE CAPACITY

Total: 475

Turret: 150

Main Body: 350 **Tracks:** 80 each

ARMOR VALUE

Front: 120 + 250**

Rear: 75

Sides: 80 + 250**

Top: 75

Tracks: 40 each

** Reactive Armor

ARMAMENT

25MM AUTOCANNON (TURRET)

Skill: Guns (Tank)

Accuracy: 4

Shots: 150 HE, 150 AP; rounds may be switched with the flick of a switch

Rate of Fire: 3-round or 5-round bursts, or full automatic

High-Explosive Round

Damage: D8 x 10(40) (Ground Zero; Point of Impact), D8 x 2 (8) (General Effect; 1 yard), D8 (4) (Maximum Range; 2 yards); Armor-piercing Factor: None; Damage Modifier: None; Range: 100/200/800/1500/2000

Chapter 5

Armor-piercing Round

Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic);
Damage Modifier: None; **Range:** 100/200/800/1500/2000

7.62MM COAXIAL MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)

Accuracy: 3

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); **Damage Modifier:** None; **Range:** 10/150/300/1000/4000

TOW LAUNCHER (X2)

Skill: Guns (Tank)

Accuracy: TOW-3 0 WG

Attack: TOW-4 7 FF

Shots: The Bradley carries two spare missiles

Ammunition: Typically the TOW-4, but the TOW-3 can also be used

SMOKE GRENADE LAUNCHER

(X2; 1 PER SIDE)

Skill: Guns (Tank)

Accuracy: 1

Shots: 1

Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing Factor: None; **Damage Modifier:** None; **Range:** 2/5/10/15/20

Dispersion: Turn 1: 2 yard radius, Turn 2: 5 yard radius, Turn 3: 10 yard radius

Firing Ports: Each side of the M2 has three firing ports for the passengers to shoot through.

Features: Combat Computer, Communications (Tactical, Digital, Encrypted 3), Fire Suppression System, Fording Kit (Integrated), GPS, Infrared Optics (All Crew), Off Road 2.

M3A3 BRADLEY CAVALRY FIGHTING VEHICLE (VARIANT) (USA)

The M3 CFV is designed for scouting and providing intelligence and targeting information. It is fitted with the same crew as the M2, but instead of carrying troopers, it carries additional equipment and scouts.

Crew: 3 (gunner, commander, driver), plus 2 scouts

ARMAMENT

The armament remains unchanged, except the 25mm autocannon has 450 HE and 450 AP rounds. Additionally, 7 spare TOW-4 missiles are carried within, and there are no firing ports.

Additional

Communications (Tactical, Digital, Satellite, Encrypted 5), Counter-Battery -4, IFF, Laser Designator, NBC Sealed, Redundant Controls.

Features:

M6 BRADLEY LINEBACKER (VARIANT) (USA)

A variation of the M2, the American M6 provides fast, mobile air defense for forward units, support centers, and other key positions. The Linebacker is identical to the M2, except it has no firing ports, no passengers, and the TOW launchers are replaced with a Stinger system. Although possessing no anti-air-detection or tracking equipment of its own, the Linebacker is keyed into the command net, allowing it access to air targeting, tracking, and early-warning information.

Crew: 4 (gunner, commander, driver, systems operator)

ARMAMENT

As the M2 Bradley, except the TOW launcher has been replaced with a Stinger system, and the 25mm autocannon has 600 rounds.

STINGER LAUNCHER (X4)

Skill: Guns (Missiles)

Accuracy: 6 IR

Shots: The M6 carries 11 spare missiles

Additional Features: Communications (Tactical, Digital, Satellite, Encrypted 4.)

M8 BUFORD ARMORED GUN SYSTEM (REVISED) (USA)

This light-armored vehicle (designated by the Army as an Armored Gun System, or AGS) replaced the obsolete and inadequate Sheridan tank in 2001. The M8 was designed for the foreseen future of Army operations: short-lived conflicts in far-off Third World countries, where ease and quickness of transport counted for more than armor and firepower. The M8 could be airlifted and even air-dropped. Units outfitted with this tank could reach hot spots around the globe in a matter of days or even hours.

By 2010, the US Army had over 2000 of these vehicles in its inventory, with many more on order, even as orders for the M1-series of tanks dwindled to almost nothing. Many of the armored units sent to Europe after the break of the war were outfitted with the M8, which was found to be woefully inadequate against the Holy Fist and other front-line main battle tanks. This vehicle did much better in the war along the Mexican frontier, where most enemy units are outfitted with armored cars or T72s. In general, however, the M8 has a reputation akin to that of the Sherman tank of WWII—a rolling coffin, particularly when the tide of battle puts the vehicle up against a real tank.

Weight: 50,000 lbs. (25 tons)
Height: 8.5 ft (2.5 m)
Width: 8.8 ft (2.7 m)
Length: 30 ft (10 m), including gun
Speed: 45 mph (72 kph)
Range: 300 miles (450 km)
Acceleration: 15 mph (24 kph)
Toughness: 5
Handling: 4
Base Accuracy: 3
Skill: Driving (Military Tracked Vehicle)
Crew: 3 (gunner, commander and driver), gun uses autoloader

DAMAGE CAPACITY

Total: 475 **Turret:** 250
Main Body: 350 **Tracks:** 100 each

ARMOR VALUE

Front: 150 (250)*@ **Rear:** 100*
Sides (Turret): 150 (250)*@
Sides (Main Body): 150 (200)*@

Top: 100

Tracks: 50 each

* This armor is made of special composite materials. Do not divide AV against armor-piercing munitions.

@ Parentheses include Heavy Armor Package

ARMAMENT

105MM SMOOTHBORE CANNON

Skill: Guns (Tank)
Accuracy: 3 (5 w/laser rangefinder)
Shots: 21 (+9 in internal storage)
Rate of Fire: 1 per 2 Turns
Damage: Typical Mix is 20 armor-piercing (HPVAPFSDS or regular) and 10 HEAT. (See pg 218 for information on shell types.)

.50 CALIBER MACHINE GUN (COMMANDER'S CUPOLA, TURRET)

Skill: Guns (Machine Gun)
Accuracy: 3
Shots: 1000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 15/200/400/2000/6000

7.62MM COAXIAL MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)
Accuracy: 3
Shots: 1000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

Skill: Guns (Tank)
Accuracy: 1
Shots: 1
Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing Factor: None; Damage Modifier: None; Range: 2/5/10/15/20
Dispersal: Turn 1: 2 yard radius, Turn 2: 5 yard radius, Turn 3: 10 yard radius

Chapter 5

Buford 105mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE	EV
Anti-Aircraft	Varies	None	x2	300/1500/2500/4000/5000	#
Armor-Piercing	D10 x 40(200)	3 K	None	300/1000/2000/3000/4000	#
HEAT	Varies	5 SC	x3	300/1500/3000/4000/5000	#
HPVAPFSDS	D10 x 50(250)	3 K	x2	300/1000/3500/3500/4000	#

105mm Explosive Gun Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	3 yard	8 yards	15 yards
HEAT	1 yard	5 yards	10 yards

105mm Explosive Damage Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	D8 x 20(80)	D6 x 4(12)	D4 x 3(6)
HEAT	D10 x 25(125)*	D10 x 5 (25)	D4 x 8(16)

* Divide Target's AV by 5 before applying damage

Features: Autoloader (105mm Cannon), Combat Computer, Communications (Tactical, Digital, Encrypted 3), GPS, Infrared Optics (All Crew), Laser Rangefinder, NBC Sealed, Off Road 2.



M998A1 HMMWV (HUM-VEE; REVISED) (AOR/USA)

The "Hummer" replaced the venerable Jeep towards the end of the 20th century, and it remains the workhorse of the Army, used as a scout, reconnaissance vehicle, troop carrier, and command vehicle. As the War depletes the vehicle reserves of the Army, Hummers are being used in more combat missions than before. Both America and the AoR make extensive use of the HMMWV and its variants, although the latter does not have access to all those fielded by the US.

Weight: 6,000 lbs. (3 tons)
Height: 6 ft (2 m)
Width: 7 ft (2.1 m)

Length: 10 ft (3.3 m)
Speed: 50 mph (81 kph)
Range: 320 miles (480 km)
Acceleration: 15 mph (24 kph)

Toughness: 5
Handling: 3
Base Accuracy: 0
Skill: Driving (Cars)
Crew: 2 (commander/gunner, driver), plus 6 passengers.

DAMAGE CAPACITY
Total: 100 **Wheels (4):** 8 each

ARMOR VALUE
Normal: 4

ARMAMENT
 Varies. Typically a light or heavy machine gun, M260 SAW, M19 auto-

Tools of War

matic grenade launcher, and TOW-3 or TOW-4 launchers.

Features: Communications (Tactical, Digital, Encrypted 3), Fording Kit (Optional), Off Road 3, Winch.

HMMWV Armor Kit: Additional armor increases the Hummer's Armor Value by 56.

M1025A2 ARMAMENT CARRIER HMMWV (VARIANT) (AOR/USA)

A covered version of the basic Hummer, the M1025 has a fully traversable weapon mount above the passenger located behind and between the two front crewmembers. The covered compartment reduces the number of passengers to 4, plus the gunner, and affords everyone armor protection.

Another variation, the M1043, is essentially identical to the M1025, except it is equipped with the combat armor package (AV 60.) It is primarily used for reconnaissance and security.

Weight: 8,200 lbs. (4.1 tons)
Height: 6 ft 1 in (2 m)
Length: 15 ft 6 in (5.2 m)
Damage Capacity: 130

M1042 SHELTER CARRIER HMMWV (VARIANT) (AOR/USA)

The Hummer has been converted into a portable shelter designed to accommodate electrical equipment, reducing the number of passengers to four, but with a payload of 3,600 lbs. (1,800 kg.)

Weight: 8,660 lbs. (4.33 tons)
Height: 8 ft 6 in (2.8 m)
Length: 15 ft 6 in (5.2 m)
Speed: 40 mph (64 kph)
Handling: 2
Damage Capacity: 135

M1097A2 HEAVY UTILITY HMMWV (VARIANT) (AOR/USA)

Refitted and reinforced for cargo and troop transport, the M1097 can haul 4,575 lbs. (2,288 kg) or two crew and eight troops. The back is covered to pro-

tect its cargo, and it may be fitted with weapon racks and seats for troops. The M1097 cannot be armed.

Weight: 10,000 lbs. (5 tons)
Height: 8 ft 6 in (2.8 m)
Length: 15 ft (5 m)
Speed: 40 mph (64 kph)
Handling: 2
Damage Capacity: 150

Additional Features: Electrical Umbilical (power cable that allows external equipment to be powered by the vehicle.)

M996A1 MINI-AMBULANCE HMMWV (VARIANT) (AOR/USA)

Capable of carrying six walking wounded, two litters, or any combination thereof, this variation is meant for speeding into combat to extract wounded.

Weight: 8,580 lbs. (4.3 tons)
Height: 7 ft 2 in (2.4 m)
Length: 16 ft 2 in (5.4 m)
Damage Capacity: 135
Additional Features: Medical 1.

M997A1 MAXI-AMBULANCE HMMWV (VARIANT) (AOR/USA)

Boasting a large ambulatory cabin capable of hauling eight walking wounded, four litters, or any combination thereof, the M997 is meant to operate well behind the battle lines, as its size makes it a choice target.

Weight: 9,280 lbs. (4.6 tons)
Height: 8 ft 6 in (2.8 m)
Length: 16 ft 10 in (5.6 m)
Speed: 40 mph (64 kph)
Handling: 2
Damage Capacity: 140

Additional Features: Medical 2.

AVENGER ANTI-ARMOR SYSTEM HMMWV (VARIANT) (USA)

The most heavily modified of the HMMWV variants, the Avenger mounts a fully traversable, gyro-stabilized "fire on the move" turret that

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mounts eight Stinger surface-to-air missiles in two separate pods and a .50 caliber machine gun for close defense and protection from infantry.

Weight: 8,500 lbs. (4.2 tons)
Height: 8 ft 8 in (2.6 m)
Length: 16 ft 4 in (4.9 m)
Speed: 40 mph (64 kph)
Handling: 2
Base Accuracy: 2
Crew: 2 (weapons/commander, driver)

DAMAGE CAPACITY

Total: 110 **Turret:** 50
Missile Pods (2): 20 each

ARMAMENT

STINGER LAUNCHERS (X2)

Skill: Guns (Missiles)
Accuracy: 6 IR (+2 w/laser rangefinder)
Shots: 4
Rate of Fire: 1 per Turn

M3P .50 CALIBER MACHINE GUN

Skill: Guns (Machine Gun)
Accuracy: 2
Shots: 200
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 15/200/400/2000/6000

Additional Features: Anti-Missile (Stinger), IFF, Infrared Optics (Weapons), Laser Rangefinder.

EFOGM ANTI-ARMOR SYSTEM HMMWV (VARIANT) (USA)

Designed for use by airborne units, the Hummer-mounted EFOGM (Enhanced Fiber-Optic Guided Missile) is fully traversable system that fires the YMGM-157C modified TOW missile. Its primary role is that of anti-armor, but it is also usable against low-flying aircraft, especially helicopters, as well as other "soft" targets.

Weight: 5,880 lbs. (2.9 tons)
Crew: 2 (weapons/commander, driver)

DAMAGE CAPACITY

Total: 110 **Turret:** 30

ARMAMENT

EFOGM LAUNCHER

Skill: Guns (Missiles)
Accuracy: 2 WG
Attack: 7 IR
Shots: 8
Rate of Fire: 1 per turn

Additional Features: Combat Computer.

LOSAT ANTI-TANK SYSTEM HMMWV (VARIANT) (USA)

This Hum-vee variation almost didn't make it beyond initial testing, but the Army begged for it to remain in the budget, and now they are glad they did, as it is one of America's best weapons against the heavy iron of the AoR. Unfortunately, an unwillingness to fully commit to the project makes the LOSAT *very* rare. The vehicle mounts four forward-firing missiles with eight more towed behind.

Weight: 6,208 lbs. (3.1 tons)
Height: 7 ft 2 in (2.4 m)
Length: 15 ft (3 m)
Speed: 45 mph (72 kph)
Base Accuracy: 2
Crew: 5 (weapons, commander, driver, plus 2 loaders with ammunition)

DAMAGE CAPACITY

Total: 110 **Launchers(2):** 30 each
Ammo Trailer: 60

ARMAMENT

LOSAT LAUNCHERS (2)

Skill: Guns (Missiles)
Accuracy: 6 IR/4 OG
Shots: 2 each
Rate of Fire: 1 per turn

Additional Features: Combat Computer.

MOTORCYCLE, OFF ROAD (AOR/USA)

Although used for recreation, mechanized infantry also uses off-road motorcycles for scouting.

Tools of War

Weight: 234 lbs. (0.12 tons)
Height: 4 ft (1.3 m)
Width: 3 ft (1 m)
Length: 6.9 ft (3.3 m)
Speed: 120 mph (193.2 kph)
Range: 210 miles (315 km)
Acceleration: 45 mph (72.5 kph)
Toughness: 3
Handling: 5
Base Accuracy: 0
Skill: Driving (Motorcycles)
Crew: 1, plus 1 passenger (-2 to Driving skill with passenger)

DAMAGE CAPACITY

Total: 31 **Wheels:** 4 each

ARMOR VALUE

All: 2

Features: Off Road 3. Military motorcycles have Communication (Tactical, Digital, Encrypted 2.)

MOTORCYCLE, STREET BIKE (AOR/USA)

Weight: 430 lbs. (0.22 tons)
Height: 3.4 ft (1.1 m)
Width: 2.5 ft (0.8 m)
Length: 6.8 ft (2.3 m)
Speed: 160 mph (257.6 kph)
Range: 225 miles (337.5 km)
Acceleration: 45 mph (72.5 kph)
Toughness: 1
Handling: 5
Base Accuracy: 0
Skill: Driving (Motorcycles)
Crew: 1, plus 1 passenger (-2 to Driving skill with passenger)

DAMAGE CAPACITY

Total: 33 **Wheels:** 5 each

ARMOR VALUE

All: 2

Features: Off Road 1.

PANZERHAUBITZE 2000 (PZH 2000) (AOR)

The AoR has upgraded the German PzH 2000, already one of the most formidable self-propelled guns in the world, for increased deadliness and accuracy. Although the gun is power operated and equipped with an autoloader, two human loaders remain to prepare the powder charges, re-supply, and to serve as a contingency against problems.

Weight: 109,000 lbs. (54.5 tons)
Height: 11.2 ft (3.7 m)
Width: 11 ft (3.6 m)
Length: 24 ft (8 m), 38.3 ft (12.8 m) with gun
Speed: 38 mph (61 kph)
Range: 260 miles (390 km)
Acceleration: 10 mph (16 kph)
Toughness: 3
Handling: 2
Base Accuracy: 4
Skill: Driving (Tracked Military Vehicle)
Crew: 5 (driver, commander, gunner, 2 loaders), gun uses autoloader

DAMAGE CAPACITY

Total: 622 **Turret:** 200
Main Body: 485 **Tracks:** 100 each

ARMOR VALUE

Front: 100 **Rear:** 75
Sides (Turret): 50
Sides (Main Body): 75
Top: 75 **Tracks:** 50 each

ARMAMENT

See pg 278 for details on 155mm area of effect and damage for 155mm howitzer shells.



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155mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE**
APICM	Submunition	None	None	350*/2100/6300/18900/32700
HE	Varies	None	x2	350*/2100/6300/18900/32700
RAAM	Submunition	None	None	350*/2100/6300/18900/32700
Illuminator	None	None	None	350*/2100/6300/18900/32700
Smoke	None	None	None	350*/2100/6300/18900/32700

* Minimum Range

** ERM rounds have a range of 350*/2450/7350/22050/43600

155MM HOWITZER

Skill: Guns (Artillery)

Accuracy: 4 (6 w/laser rangefinder)

Shots: 60

Rate of Fire: 2 per 3 Turns

Ammunition: Typical Mix is 35 HE, 10 RAAM, 5 APIC, 5 Smoke and 5 Illuminator. When necessary, Agent shells filled with chemical or biological weapons can replace the RAAM and APICM rounds.

7.62MM COMMANDERS MACHINE GUN

Skill: Guns (Machine Gun)

Accuracy: 4

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER (X2; 1 PER SIDE)

As the Holy Vessel

Features: Autoloader (Howitzer), Combat Computer, Communication (Tactical, Digital, Encrypted 4), Counter Battery -3, Fording Kit, IFF, Infrared Optics (All Crew), GPS, Laser Rangefinder, NBC Sealed, Off Road 1.

PICK-UP TRUCK (AOR/USA)

The cargo bed of the pick-up truck can haul up to 2,000 lbs. (1 ton.)

Weight: 3,500 lbs. (1.75 tons)

Height: 5.5 ft (1.8 m)

Width: 6 ft (2 m)

Length: 16.7 ft (5.6 m)

Speed: 110 mph (177 kph)

Range: 450 miles (675 km)

Acceleration: 25 mph (40 kph)

Toughness: 3

Handling: 3

Base Accuracy: 0

Skill: Driving (Cars)

Crew: 1, plus 2 passengers

DAMAGE CAPACITY

Total: 51

Wheels: 8 each

ARMOR VALUE

All: 2

Features: Off Road 1 (Optional Off Road 2), Optional Winch.

SEDAN (AOR/USA)

Weight: 2,500 lbs. (1.25 tons)

Height: 4.6 ft (1.5 m)

Width: 6 ft (2 m)

Length: 16.5 ft (5.5 m)

Speed: 130 mph (209 kph)

Range: 550 miles (825 km)

Acceleration: 30 mph (48 kph)

Toughness: 2

Handling: 4

Base Accuracy: 0

Skill: Driving (Cars)

Crew: 1, plus 5 passengers

DAMAGE CAPACITY

Total: 45

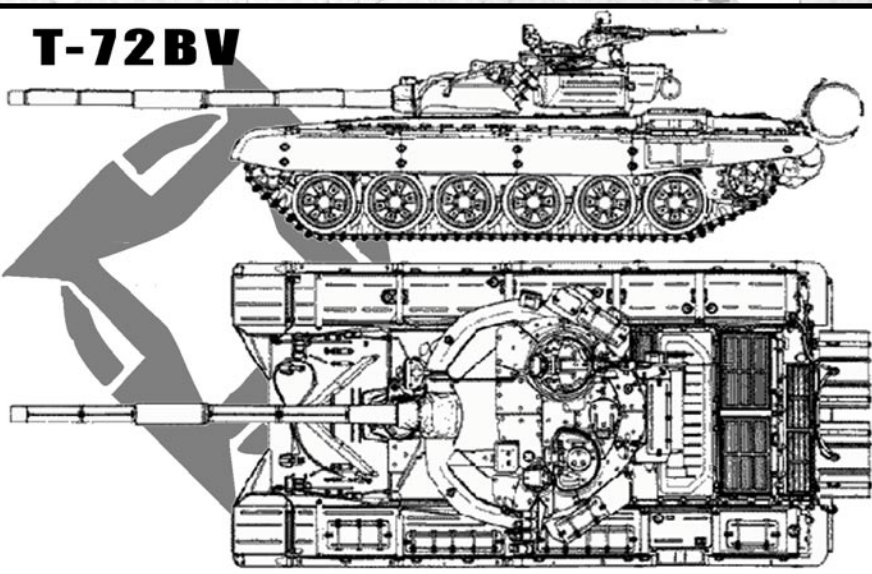
Wheels: 7 each

ARMOR VALUE

All: 2

Features: None.

T-72BV



SNOWMOBILE (AOR/USA)

Weight: 500 lbs. (0.25 tons)
Height: 2.8 ft (0.9 m)
Width: 3.9 ft (1.3 m)
Length: 5.5 ft (1.87 m)
Speed: 55 mph (87 kph)
Range: 80 miles (120 km)
Acceleration: 20 mph (32 kph)
Toughness: 2
Handling: 5
Base Accuracy: 0
Skill: Driving (Snowmobile)
Crew: 1, plus 1 passenger (-2 to Driving skill with passenger)

DAMAGE CAPACITY

Total: 33

ARMOR VALUE

All: 2

Features: Off Road 4 (Snow only; 2 against ice)

T-72BV TANK (REVISED) (AOR)

The Soviet T-72 was a simpler, less efficient version of the T-64 tank, produced mainly for export to other countries. This 30-year-old model's only virtue is its relative low cost and ease of maintenance and use. Like many Russian designs, it is designed for half-literate, poorly trained recruits. The Church

of Revelations purchased a number of T-72 tank factories during the 1990s, mainly in Poland, Czechoslovakia, and Romania. They retooled some of the factories to produce Holy Fist tanks, but most of them quietly started building tank fleets. The Church built another factory in Argentina in 2002. Bribes to the local authorities and fake sales to a number of Third World nations allowed the Church to keep their military build-up a secret until the Believers seized control in those nations. Thousands of these tanks are now part of the Army of Revelations, either manufactured by the Church or seized from the arsenals of conquered nations.

Weight: 90,000 lbs. (45 tons)
Height: 7.5 ft (2.2 m)
Width: 12 ft (4 m)
Length: 31 ft (10 m), including gun
Speed: 37 mph (60 kph)
Range: 270 miles (405 km)
Acceleration: 10 mph (16 kph)
Toughness: 3
Handling: 2
Base Accuracy: 2
Skill: Driving (Military Tracked Vehicle)
Crew: 3 (gunner, commander and driver), gun uses autoloader

DAMAGE CAPACITY

Total: 575 **Turret:** 250
Main Body: 350 **Tracks:** 100 each

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ARMOR VALUE

Front: 220 +200** **Rear:** 70
Sides: 120 +200** **Top:** 70
Tracks: 25 each

** Reactive Armor (pg 220)

ARMAMENT

2A46M/D-8ITM 125MM SMOOTHBORE CANNON

Skill: Guns (Tank)
Accuracy: 2, 4/w laser rangefinder
Shots: 50
Rate of Fire: 1 shot per 2 Turns
Ammunition: Typical mix is 20 Armor-piercing, 20 HEAT, 10 Missiles

12.7MM MACHINE GUN (TURRET)

Skill: Guns (Machine Gun)
Accuracy: 3
Shots: 2000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-Piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 20/100/450/1500/2000

7.62MM COAXIAL MACHINE GUN

Skill: Guns (Tank) or Guns (Machine Gun)
Accuracy: 3
Shots: 2000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

SMOKE GRENADE LAUNCHER

Skill: Guns (Tank)
Accuracy: 1
Shots: 32

Smoke Grenade Barrage

Damage: None—See Smoke Grenade, pg 190 for effects; Armor-piercing Factor: None; Damage Modifier: None; Range: 2/5/10/15/20
Dispersal: Turn 1: 2 yard radius, Turn 2: 5 yard radius, Turn 3: 10-yard radius

Features: Autoloader (125mm Cannon), Communication (Tactical, Encrypted 2), Dozer (Retractable, under hull), External Fuel Tanks x1 (Optional; +250 miles/375 km each), Fire Suppression System, Fording Kit, NBC Sealed, Night-Vision and Thermal Optics (All Crew), Off Road 3, Searchlight (Infrared), Smoke Generator (Light.)

T-72BV 125mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE
APERS	D10 x 8(40)	2 K	None	75*/125/175/225/300
Armor-Piercing	D10 x 40(200)	2 K	None	300/1000/2500/3500/4500
HEAT	D10 x 30(150)	5 SC	x2	300/1500/2000/3500/4500
High-Explosive	Varies	None	None	300/1500/3500/4500/6000
Missile	D10 x 40(200)	5 SC	x2	100/1000/2000/3500/4500

* Minimum Range

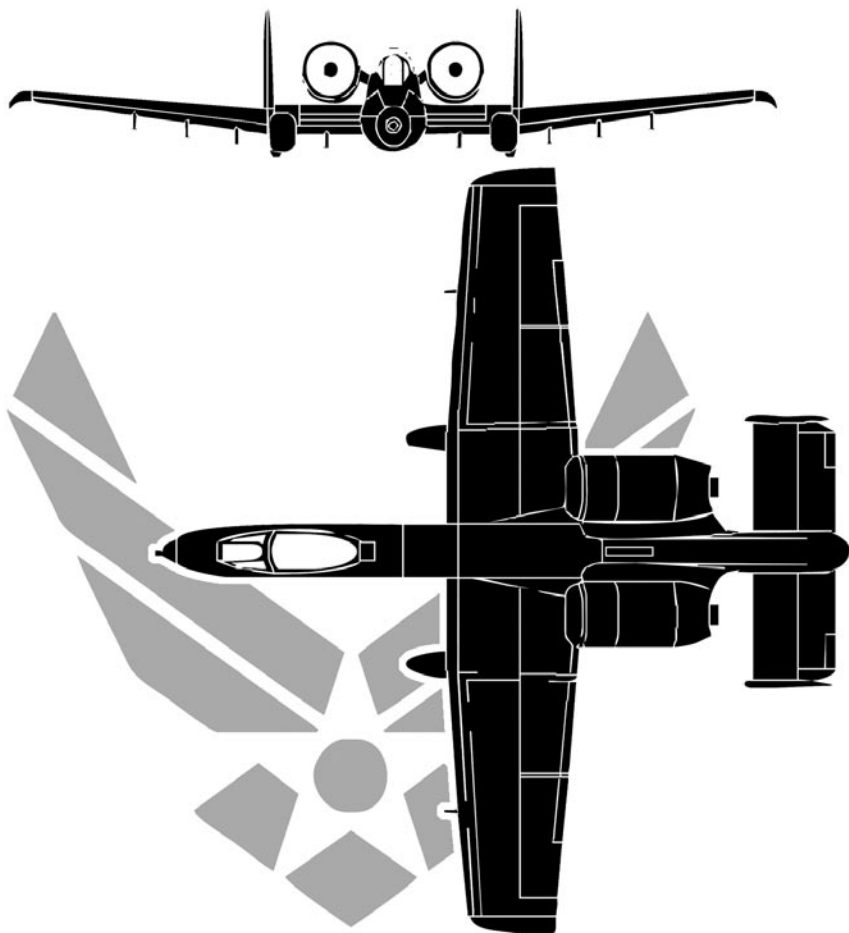
125mm Explosive Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
High-Explosive	1 yard	5 yards	10 yards

125mm Explosive Damage Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
High-Explosive	D10 x 40(200)	D10 x 8(40)	D10 x 4(20)

A-10 THUNDERBOLT



Aircraft

A-10 THUNDERBOLT II (USA)

The US Air Force's primary close-support aircraft, the A-10 can also perform as a forward-air-control unit, but it truly shines as a tank killer. The A-10's GAU-8 is so powerful that it can only fire short bursts because its strong recoil can actually stop the plane in mid-flight, indicating a power that can shred a tank to pieces in moments. A-10s also possess an unparalleled sturdiness, thanks to titanium plating and redundant systems. Two turbofan engines mounted to the tail assembly provide propulsion.

Possessing a flight ceiling of 45,000 feet (15,000 m) and an ability to perform its duties at low altitudes and at low speeds to increase accuracy, an A-10 also requires a much shorter runway than most other planes. Flights of A-10s have been instrumental in holding the Third Army back in Mexico, with Air National Guard planes conducting continuous patrols and tank-busting sorties.

Weight: 51,000 lbs. (25.5 tons)

Height: 14.7 ft (4.9 m)

Width: 57.5 ft wingspan (19.2 m)

Length: 53 ft (17.7 m)

Speed: 420 mph (676 kph)

Range: 800 miles (1,200 km)

Acceleration: 70 mph (112 kph)

Toughness: 6

Handling: 3

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A-10 Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION							
AGM-65D or G Maverick	8 OG	6 FF	—	12	6	6	6	6	12	6
AIM-9X Sidewinder	8 IR	None	2	2	2	2	2	2	2	2
CBU-87 CEM	5	None	—	—	—	4	—	—	—	—
CBU-89 Gator	5	None	—	—	—	—	4	—	—	—
FFAR Rocket (7 each)	5	None	—	—	—	—	—	2	2	—
GBU-27 HAVE VOID	8 LG	None	—	—	—	—	—	—	—	4
LUU- 2 Flare	None	None	—	—	—	—	—	16	16	—
Mk 82 Bomb*	5	None	—	12	—	6	—	—	—	—

* Optionally replace 4 Mk 82 bombs with one Mk 84

Base Accuracy: 5

Skill: Piloting (Support Fighter)

Crew: 1 pilot

DAMAGE CAPACITY

Total: 280

ARMOR VALUE

All: 100

ARMAMENT

30MM GAU-8/A AVENGER GATLING GUN

Skill: Guns (Support Fighter)

Accuracy: 5 (3 versus slow moving aircraft and 1 versus fast aircraft)

Shots: 1000

Rate of Fire: 20-round bursts

Armor-piercing Round

Damage: D10 x 20(100); Armor-piercing Factor: 4 (Kinetic);
Damage Modifier: None; **Range:** 225/600/1250/1600/2000

OR

High-explosive Incendiary Round

Damage: D10 x 10(50); Armor-piercing Factor: None; **Damage Modifier:** x3;
Range: 225/600/1250/1600/2000

OR

AP/HEI Mix Rounds

Damage: D10 x 15(75); Armor-piercing Factor: 2 (Kinetic); **Damage Modifier:** x2;
Range: 225/600/1250/1600/2000

wing and fuselage pylons can carry a variety of payloads, but some of the most common are provided.

Features: Chaff 2 (x20), Combat Computer, Communications (Digital, Encrypted 4), Ejection System, External Fuel Tanks x1, x2 or x3 (Optional; each replaces one type of armament; +550 miles/825 km each), Fire Suppression Systems, Flares 2 (x20), GPS, IFF, In-Flight Refueling, Infrared and Night-Vision Optics, Laser Designator, NOE Navigation System 3, Radar (Medium Range) 3, Radar and Heat Jammer 3, Radar and Laser Warning System, Redundant Controls (x2.)

AH-64C APACHE ATTACK HELICOPTER (USA)

The Apache is America's primary helicopter gunship and tank killer. It is an all-weather craft, and it is fitted with state-of-the-art night capabilities, feeding flight and combat data to the pilot and copilot/gunner through the Integrated Helmet and Display Sight System (IHADSS), be the information relayed from the helicopter's own impressive sensor package, a scout craft, or command station. The pilot sits in the front, while the copilot/gunner sits in the rear. The Apache is incredibly durable and can keep flying even after sustaining considerable damage. It has a flight ceiling of 21,000 feet (7,000 m), thanks to the power of its two engines.

Weight: 11,800 lbs. (5.9 tons)

Height: 15.2 ft (4.6 m)

Depending upon the mission, the

PAYLOAD PYLONS

Skill: Guns (Support Fighter)

Tools of War

Width: 48 ft (14.6 m) with rotor

Length: 58.2 ft (17.7 m)

Speed: 225 mph (362 kph)

Range: 248 miles (400 km)

Acceleration: 30 mph (48 kph)

Toughness: 5

Handling: 4

Base Accuracy: 3 (5 w/IHADSS)

Skill: Piloting (Combat Helicopter)

Crew: 2 (pilot and copilot/gunner)

DAMAGE CAPACITY

Total: 170

ARMOR VALUE

Main Body: 100

Cockpit: 130

ARMAMENT

The type of mission determines which weapons the crew carries in addition to the chain gun and Stingers.

PRIMARY MISSION	ARMAMENT
Covering Force	2 Missile Racks, 2 Hydra Pods
Anti-Armor	4 Missile Racks
Land-Support	4 Hydra Pods

30MM CHAIN GUN (TURRET)

Skill: Guns (Combat Helicopter)

Accuracy: 3 (+2 w/IHADSS);

Shots: 1200

Rate of Fire: 10-round bursts or full automatic

High-Explosive Round

Damage: D8 x 15(60); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 50/500/1000/2500/6500

HYDRA FEAR ROCKET POD

Skill: Guns (Combat Helicopter)

Accuracy: 3 (+2 w/IHADSS);

Shots: 19

Rate of Fire: 1, or 3-round or 5-

round bursts

Ammunition: Typically 1 HE pod and 1 Flechette pod for Covering Force missions, and 2 HE pods, 1 Flechette Pod, and 1 MPSM pod for land-support Missions.

MISSILE RACK

Skill: Guns (Combat Helicopter)

Accuracy: Hellfire II 3 LG; Sidearm 7 RGH (+2 w/IHADSS)

Attack: Hellfire II 9 IR (+2 w/IHADSS);

Shots: 4

Ammunition: The Hellfire II is typical, although a Sidearm is also mountable.

STINGER LAUNCHER (X4)

Skill: Guns (Combat Helicopter)

Accuracy: 7 IR (+2 w/IHADSS);

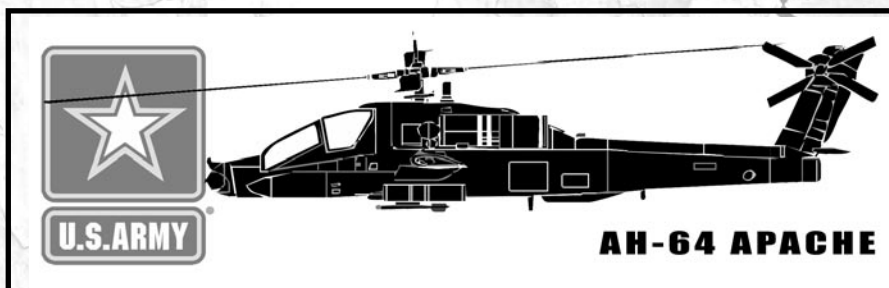
Shots: 1

Ammunition: Stinger missile.

Features: Chaff 2 (x15), Communications (Digital, Encrypted 3), External Fuel Tanks (Optional; +590 miles/885 km each), Flares 2 (x15), Infrared and Night-Vision Optics (Pilot), GPS, NOE Navigation System 2, Radar (Short Range; Forward Only) 1, Radar and Heat Jammer 2, Radar and Laser Warning System, Redundant Controls (x2), Stealth (Heat) 1, Stealth (Radar) 1.

AH-64D APACHE LONGBOW (VARIANT) (USA)

An innovative upgrade of the AH-64A, the Longbow has better fire control to work with the advanced Longbow Hellfire missile and improved navigation capabilities, along with more powerful engines. The sophisticated fire control radar (FCR) mounted above the main rotors not only detects threats, but also classifies and prioritizes them. This system also allows the Longbow to transmit information to a command center.



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Weight: 16,027 lbs. (8 tons)

Speed: 220 mph (354 kph)

Toughness: 6

Base Accuracy: 4

DAMAGE CAPACITY

Total: 210

ARMOR VALUE

Main Body: 110 **Cockpit:** 140

ARMAMENT

As the AH-64A, except for carrying the Longbow Hellfire instead of Hellfire II missiles.

Longbow Hellfire Missile

Skill: Guns (Combat Helicopter)

Attack: 8 RGH (+2 w/IHADSS)

Ammunition: The Longbow Hellfire is essentially the same as the Hellfire II, except its guidance system, which allows the missile to be directed by the Longbow's radar or to home in on a radar source.

Additional Features: IFF, NOE Navigation System 3, Radar (Short Range) 3.

B-2 SPIRIT STEALTH BOMBER (USA)

The Spirit is a high-altitude bomber capable of evading an enemy's best early-warning systems to deliver its payload anywhere in the world with precision. Only twenty-six are currently in service (four have been destroyed), but orders are in for more to improve America's ability to strike deep into the Conquered Territories, especially against factories and staging points in Europe and South America. The plane's flight ceiling is about 50,000 feet (16,667 m), thanks to its four powerful engines.

Weight: 158,000 lbs. (79 tons)

Height: 17 ft (5.6 m)

Width: 172 ft wingspan (57.3 m)

Length: 69 ft (23 m)

Speed: 647 mph (1042 kph)

Range: 5,182 miles (7,773 km)

Acceleration: 80 mph (129 kph)

Toughness: 2

Handling: 3

Base Accuracy: 4

Skill: Piloting (Jet Bomber)

Crew: 2, pilot and mission commander

DAMAGE CAPACITY

Total: 815

ARMOR VALUE

All: 10

ARMAMENT

Skill: Guns (Jet Bomber)

The type of mission determines the weapons the crew carries in addition to the chain gun and Stingers.

CONVENTIONAL BOMBING	ACCURACY	ATTACK
80 Mk 82	4	None
16 Mk 84	4	None
36 CBU-87	4	None
36 CBU-89	4	None
36 CBU-97	4	5 IR*

* Submunition

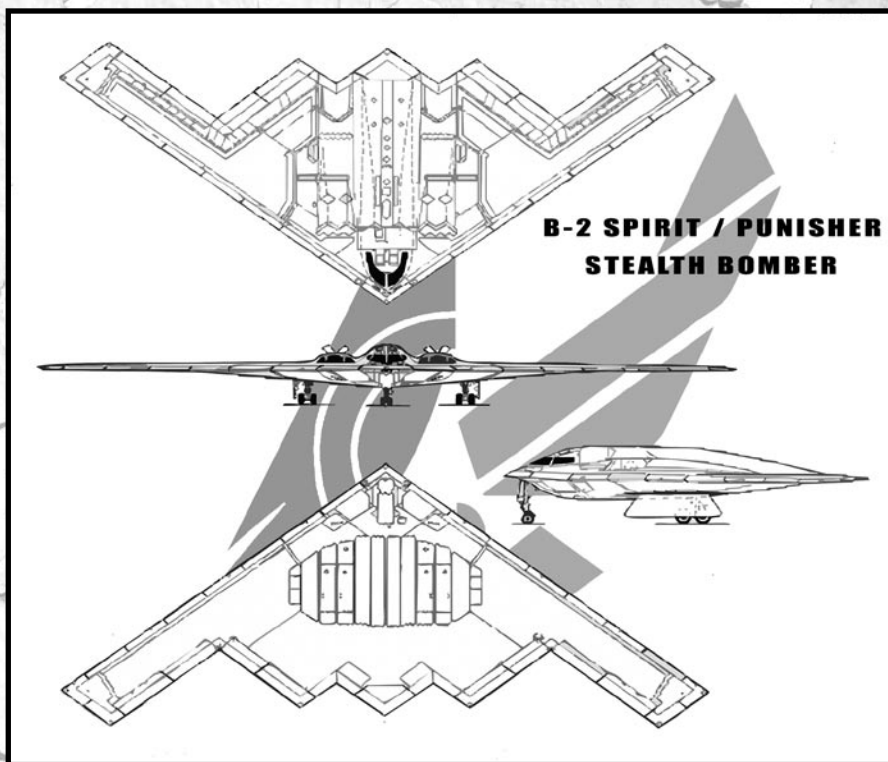
PRECISION BOMBING	ACCURACY	ATTACK
8 GBU-27	7 LG	None
12 GBU-32	None	5 GPS
8 AGM-154B	None	4 GPS/4 IR*
8 AGM-137	None	5 GPS

* Submunition

Features: Combat Computer, Communications (Digital, Satellite, Encrypted 4), Ejection System, GPS, IFF, In-Flight Refueling, Infrared And Night-Vision Optics (Mission Commander), Radar (Medium Range) 3, Radar And Heat Jammer 2, Radar And Laser Warning System, NOE Navigation System 2, Redundant Controls, Stealth (Heat) 6, Stealth (Optical, Laser) 4, Stealth (Radar) 8 (3 with bay open), Stealth (Sound) 2.

B-2 PUNISHER STEALTH BOMBER (VARIANT) (AOR)

The Punisher was a highly automated variation of the American B-2 Spirit the German government had secretly been working on before the war as a black



**B-2 SPIRIT / PUNISHER
STEALTH BOMBER**

budget deal with several covert elements in the Pentagon. It was designed to be a first-strike weapon that would be kept in Europe should NATO ever have need. The original idea was to keep the project “off the books,” so that it could remain a total unknown for both sides, making it all the more effective when deployed. Unfortunately, this backfired when the Dark Apostle usurped Germany; since then, he’s inherited the project. Indeed, on April 15, 2011, several wings of Punishers struck without warning, devastating so many nations’ defenses and cutting into America’s heart, proving the Punisher a truly effective weapon.

Base Accuracy: 4

Skill: Piloting (Jet Bomber)

Crew: 1 (pilot)

ARMAMENT

The Predator employs many of the same weapons as the Spirit, except all munitions have been altered for a stealthy strike, granting them Stealth (Radar, Heat) 4.

Features: Advanced Automation Computer, Redundant Controls (x3.)

C-130J HERCULES (AOR/USA)

The air-transport workhorse of both America and the AoR’s forces, this four-engine plane can haul nearly 50 tons of cargo, including helicopters, armored vehicles, supplies, or troops. It can be fitted with seats for troop transport, litters for medical use, or pallets for cargo transport. Paratroops can exit from either of the two side doors, one per side, or the rear cargo ramp, which may be lowered in flight, and cargo pallets can also be equipped with parachutes for air-dropping supplies and equipment.

The C-130J’s flight ceiling is 30,560 feet (10,217 m), and its four powerful engines allow it to takeoff from a runway as short as 1,800 feet (600 m) and land on one as short as 1,400 feet (467 m), an impressive feat for a craft of its size.

The Hercules certainly has a role in the invasion to come, as the daunting task of re-supplying America’s forces overseas will surely fall to it.

Weight: 75,562 lbs. (37.8 tons)

Height: 38.25 ft (12.8 m)

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Width: 132.5 ft (44.2 m)
Length: 97.75 ft (32.6 m)
Speed: 400 mph (644 kph)
Range: 3,260 miles (4,890 km)
Acceleration: 25 mph (40 kph)
Toughness: 4
Handling: 1

Base Accuracy: 0

Skill: Piloting (Cargo Plane)

Crew: 5 (pilot, copilot, navigator, flight engineer, loadmaster), plus 92 troops, 64 paratroops, 74 patient litter or 5 standard freight pallets.

DAMAGE CAPACITY

Total: 403

ARMOR VALUE

All: 20

Features: Chaff 3 (x15), Communications (Digital, Encrypted 2), Flares 3 (x15), GPS, High Profile (Laser, Optical, Radar) 2, IFF, In-Flight Refueling, Infrared and Night-Vision Optics (pilot, copilot), NBC Sealed, Radar (Medium Range) 2, Radar And Heat Jammer 2, Radar And Laser Warning System, Redundant Controls.

AC-130U SPOOKY (VARIANT) (AOR/USA)

This side-firing variant of the C-130J can deliver an impressive amount of surgical fire support for land missions. It circles the target area, delivering constant bombardment where necessary. Although originally fielded only by America, the AoR has copied the design, and has begun fielding its own version of the AC-130U, although it has been designated the Shadow Spook to differentiate IFF status.

Height: 38.5 ft (12.8 m)
Speed: 300 mph (483 kph)
Range: 2530 miles (3795 km)
Base Accuracy: 3

Crew: 13 (pilot, copilot, navigator, fire control officer, electronic warfare officer, flight engineer, TV operator, infrared-detection operator, 4 gunners, loadmaster)

ARMAMENT

All armaments are mounted in the Spooky's left side. The howitzer is the rear-most weapon, mounted behind the

wing, with the L60 placed beside it. The GAU-12 is located before the wing, directly behind the cockpit.

105MM HOWITZER

Accuracy: 3

See page 278 for information on the 105mm howitzer.

Shots: 100 rounds of various types.

L60 40MM BOFORS ANTI-AIRCRAFT GUN

Skill: Guns (Anti-Aircraft)

Accuracy: 3

Shots: 4 per clip, 63 spare clips

HE Incendiary Round

Damage: D10 x 10(50) (Ground Zero; 1 yard), D10 x 6(30) (General Effect; 3 yards), D10 x 2(10) (Maximum Range; 5 yards); Armor-piercing Factor: None; Damage Modifier: x2; Range: 100/200/800/1500/3000

GAU-12 25MM EQUALISER AUTO-CANNON

Skill: Guns (Machine Gun)

Accuracy: 3

Shots: 3000

Rate of Fire: 20-shot bursts

HE Incendiary Round

Damage: D10 x 12(60); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 100/200/1000/2000/2500

Additional Features: Chaff 3 (x30), Combat Computer, Flares 3(x30), High Profile (Laser, Optical, Radar) 2, Infrared and Night-Vision Optics (pilot, copilot, gunners, TV camera operator), Radar (Medium Range) 3, Radar Jammer 4, Heat Jammer 3, Stealth (Heat) 1.

MC-130H COMBAT TALON II (VARIANT) (USA)

The MC-130H is used to re-supply, infiltrate, and exfiltrate American SpecOps units and gear deep within enemy territory. One of its more interesting functions is the ability to carry an internal fuel tank, which allows it to extend a pair of 900-foot (300 m) hoses and refuel up to two helicopters simultaneously when it lands behind enemy lines. The aircraft's flight ceiling is 33,000 (11,000 m.)

Tools of War

Height: 38.5 ft (12.8 m)
Length: 99.75 ft (33.25 m)
Speed: 300 mph (483 kph)
Range: 3110 miles (4665 km)
Toughness: 5
Handling: 2
Crew: 7 (pilot, copilot, navigator, electronic warfare officer, flight engineer, two loadmasters), plus 75 troops or 52 paratroops

ARMAMENT

None standard, although door gunners may be added.

Additional Features: Chaff 3 (x30), Digital Mapping, Flares 3(x30), High Profile (Laser) 2, High Profile (Radar, Optical) 1, NOE Navigation System 3, Radar (Medium Range) 3, Radar Jammer 5, Heat Jammer 4, Redundant Controls (x2), Stealth (Heat, Sound) 1.

CH-47D CHINOOK (USA)

The US Army's helicopter workhorse, the twin-rotor, twin-engine Chinook can haul almost anything in its hold (up to 19,772 lbs./9.9 tons), from vehicles and artillery to ammunition and supplies and prefabricated structures. Other roles include airborne drops, aircraft recovery, and search and rescue. It has a 15,000 ft. (5000 m) operational ceiling.

Weight: 23,400 lbs. (11.7 tons)
Height: 18.6 ft (6.2 m)
Width: 60 ft (20 m) with rotors
Length: 51 ft (17 m), 99 ft (33 m) with rotors
Speed: 103 mph (165 kph)
Range: 115 miles (172.5 km)
Acceleration: 30 mph (48 kph)
Toughness: 3
Handling: 1
Base Accuracy: 0
Skill: Piloting (Cargo Helicopter)
Crew: 2 (pilot, copilot), plus 33 seated passengers or 24 litters

DAMAGE CAPACITY

Total: 142

ARMOR VALUE

All: 20

ARMAMENT

None standard, but light machine guns are sometimes mounted in the doors.

Features: Cargo Hook (26000 lbs./13 tons), Communications (Digital, Encrypted 2), External Fuel Tanks x2 (Optional; +150 miles/225 km each), GPS, High Profile (Optical, Radar) 1, Night-Vision Optics, Radar (Short Range) 1, Radar and Laser Warning System, Searchlight (Infrared.)

MH-47G DARK HORSE SPECIAL OPERATIONS AIRCRAFT (SOA) (VARIANT) (USA)

Modified for use by SOAR (pg 49), the MH-47G has undergone several improvements, most of which focus upon surviving adverse operational conditions and servicing SpecOps needs. Among the more notable improvements are more powerful engines, digital navigation capabilities, and an additional, internal, self-sealing fuel tank that has been shown to survive non-exploding hits from weapons greater than .50 caliber. It has a 20,000 foot (6,667 m) operational ceiling.

Range: 345 miles (517.5 km)
Acceleration: 35 mph (56 kph)
Toughness: 4
Handling: 2
Base Accuracy: 0
Crew: 5 (pilot, copilot, crew chief, 2 gunners), plus 44 troops

ARMOR VALUE

All: 40

ARMAMENT

Both side doors are fitted with a mini-gun with night vision optics.

M-134 7.62MM MINI-GUN (X2)

Skill: Guns (Machine Gun)
Accuracy: 2
Shots: 2000
Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 15/200/500/1500/5000

Additional Features: Chaff 2 (x15), Communications (Digital, Satellite, Encrypted 3), Digital Mapping, Flares

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2 (x15), FRDS, In-Flight Refueling, Infrared and Night-Vision Optics, NOE Navigation System 2, Radar (Short Range) 2, Radar Jammer 3, Redundant Controls, Rescue Hoist.

CRUSADER JT-X UAV (AOR)

The AoR Crusader's two tilt-rotors, mounted at each wing's tip, provide VTOL capability and allow it to hover above a target and maneuver vertically. The Crusader's flight path and mission parameters can be programmed to grant it full autonomy, or it can be controlled remotely. Although it has limited use as a weapon, thanks to the optional bomblets, the Crusader's main function remains one of reconnaissance and intelligence. It has a flight ceiling of 20,000 feet (6,667 m.)

Weight: 1,500 lbs. (0.75 tons)

Height: 6 ft (2 m)

Width: 26 ft (8.7 m) with rotors

Length: 18 ft (6 m)

Speed: 230 mph (370.3 kph)

Range: 575 miles (862.5 km)

Acceleration: 40 mph (64.4 kph)

Toughness: 3

Handling: 4

Base Accuracy: 0

Skill: Piloting (UAV); Computer skill 4

Crew: None

DAMAGE CAPACITY

Total: 30

ARMOR VALUE

All: 15

ARMAMENTS

Special wing mounts allow up to 12 bomblets (treat like defensive grenades) to be fitted and dropped on targets.

Features: Communication (Digital, Encrypted 6), GPS, Infrared and Night Vision Optics, Radar (Short Range) 1, Stealth (Optical, Heat, Radar) 2, Stealth (Sound, Laser) 1.

DARKSTAR RQ-3D UAV (USA)

America's stealthiest Unmanned Aerial Vehicle, the Darkstar project was

cancelled in 1999, but has recently been revived as the need to safely gain reliable intelligence from within the Conquered Territories continues to mount. The radar is very powerful and can provide incredibly accurate topographical data, whereas the optics package can take digital photos at 6 mega-pixels in color, infrared, thermal, or night vision mode. Darkstar's greatest advantage is full automation, allowing it to fly autonomously along a programmed course, although a remote operator can take control in emergencies. It has a flight ceiling of 45,000 feet (15,000 m.)

Weight: 2,800 lbs. (1.4 tons)

Height: 3.5 ft (1.2 m)

Width: 69 ft (13 m)

Length: 15 ft (5 m)

Speed: 140 mph (225.4 kph)

Range: 575 miles (862.5 km)

Acceleration: 60 mph (96.6 kph)

Toughness: 2

Handling: 3

Base Accuracy: 0

Skill: Piloting (UAV); Computer skill 4

Crew: None

DAMAGE CAPACITY

Total: 40

ARMOR VALUE

All: 10

Features: Communication (Digital, Encrypted 6), GPS, Infrared, Thermal and Night Vision Optics, Laser Range Finder, Radar (Short Range) 4, Stealth (Optical, Heat, Radar) 4, Stealth (Sound, Laser) 2.

F-15C EAGLE TACTICAL FIGHTER (USA)

By combining superior maneuverability, avionics, weapons, and range, the F-15 has helped America's Air Force maintain its aerial superiority in the skies above North America. Although not as advanced as the F-22 in many respects, the Eagle is certainly the more prolific and proven fighter, a fact that still has pilots fresh out of flight school eager to become "eagle drivers." With a flight ceiling of 65,000 feet (21,667 m), the Eagle is also a vital part of America's

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F-15C Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION			
AIM-7R Sparrow	6 RG/H/6 IR	4 RGH	4	4	2	4
AIM-9X Sidewinder*	6 IR	None	4	2	2	4
AIM-120D Slammer*	6 RG	None		2	4	4
AGM-88 HARM*	None	5 RGH			4	4

* The AIM-132 ASRAAM (Accuracy 8 IR) may be substituted

strategy for combating any spy or weapon satellite programs the Church of Revelations may initiate, as the fighter can attain heights from which anti-satellite missiles can be launched.

Weight: 31,700 lbs. (15.9 tons)

Height: 18.66 ft (6.22 m)

Width: 42.8 ft (14.3 m)

Length: 63.75 ft (21.25 m)

Speed: Mach 2.8 (1875 mph/3019 kph)

Range: 1,150 miles (1,725 km)

Acceleration: 125 mph (201 kph)

Toughness: 4

Handling: 6

Base Accuracy: 3

Skill: Piloting (Jet Fighter)

Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 184

ARMOR VALUE

All: 20

ARMAMENT

The F-15 has an internal 20mm gun and can carry a varied payload from its wing pylons.

WING PYLONS

Skill: Guns (Jet Fighter)

Combined payload varies by mission.

M61A2 20MM VULCAN AUTO-CANNON

Skill: Guns (Jet Fighter)

Accuracy: 3

Shots: 900

Rate of Fire: 20-shot bursts

Armor-piercing Round

Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic);

Damage Modifier: None; Range: 100/200/800/1500/2000

Features: Chaff 2 (x10), Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks x1, x2 or x 3 (Optional; +765 miles/1148 km each), Flares 2 (x10), Heat Jammer 2, IFF, In-Flight Refueling, Infrared And Night-Vision Optics, Radar (Medium Range) 3, Radar Jammer 3, Radar And Laser Warning System, Redundant Controls.

F-15E STRIKE EAGLE TACTICAL BOMBER (USA)

A modified, two seat F-15 with a flight ceiling of 60,000 feet (20,000 m), the Strike Eagle remains capable of defending itself against enemy aircraft, but excels at quickly and accurately delivering a surprisingly large payload against ground targets.

Speed: Mach 2.5 (1651 mph/2658 kph)

Range: 1150 miles (1725 km)

Acceleration: 100 mph (161 kph)

Handling: 5

Base Accuracy: 4

Skill: Piloting (Jet Fighter)

Crew: 2 (pilot, weapons officer)

ARMAMENT

The Strike Eagle has an internal 20mm gun and can carry a varied payload from its wing pylons.

WING PYLONS

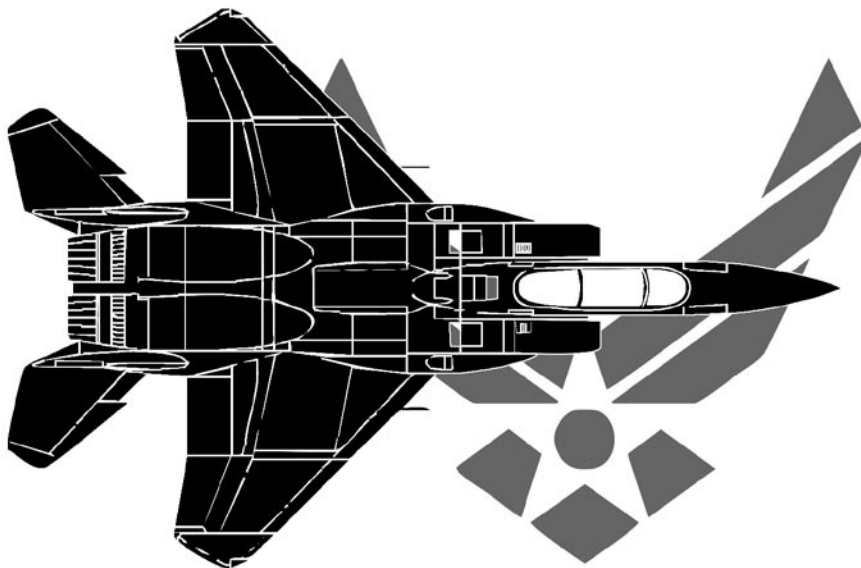
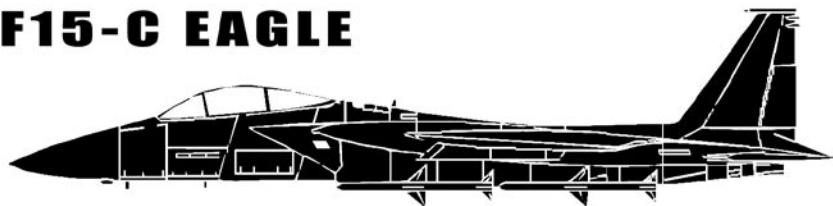
Skill: Guns (Jet Fighter)

Combined payload varies by mission.

M61A2 20MM VULCAN AUTO-CANNON

Shots: 500

Additional Features: External Fuel Tanks x1, x2 or x 3 (Optional; +810 miles/1215 km each), GPS, Heat Jammer 3, Radar (Medium Range) 4, Radar Jammer 4.

F15-C EAGLE**F-15E Pylon Payload**

	ACCURACY	ATTACK	AMOUNT CARRIED
AIM-7R Sparrow	7RGH/7 IR	4 RGH	4
AIM-9X Sidewinder	6 IR	None	4
AIM-120D Slammer	7 RG	None	4
AGM-130A	8 OG/7 IR	8 GPS	*
CBU-59 Rockeye II	None	None	*
CBU-71	None	None	*
CBU-87	None	None	*
CBU-89 Gator	None	None	*

* A total of 12 such weapons may be carried in any combination, 6 with the fuel tanks attached

F/A-18C HORNET MULTI-ROLE TACTICAL FIGHTER (USA)

Introduced to replace a number of obsolete fighters, the Hornet has had to undertake a number of roles, including strike missions, air control, air support, air superiority, anti-air suppression, reconnaissance, and escort, making it the

first tactical fighter designed for so many versatile responsibilities. The Hornet currently serves the US Navy and USMC, but also serves in the air forces of several allied countries, including Canada, where the fighter's pilots have gained a worldwide reputation for excellence.

Able to reach a ceiling of 50,000 feet (16,667 m), the Hornet has seen heavy deployment with the naval units sup-

Tools of War

porting the Mexican front, and a squadron is with the Bull Eagles, assaulting AoR facilities and anti-air and anti-ship sites along the French coast.

Weight: 23,890 lbs. (11.9 tons)

Height: 15 ft (5 m)

Width: 37.5 ft (12.5 m)

Length: 56 ft (18.7 m)

Speed: Mach 1.7 (1122 mph/1806 kph)

Range: 334 miles (501 km)

Acceleration: 125 mph (201 kph)

Toughness: 4

Handling: 7

Base Accuracy: 4

Skill: Piloting (Jet Fighter)

Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 145

ARMOR VALUE

All: 15

ARMAMENT

The Hornet has an internal 20mm gun and can carry a varied payload from its wing pylons.

WING PYLONS

Skill: Guns (Jet Fighter)

Combined payload varies, but typically includes two AIM-7R Sparrows (Accuracy 7 RGH/7 IR; Attack 4 RGH), two AIM-9X Sidewinders (Accuracy 7 IR)

and four AIM-120D Slammers (Attack 5 RGH) for air defense and a mix of up to eight more anti-air, anti-surface or anti-ship weapons to suit the mission. Every external fuel tank removes four weapons.

M61A2 20MM VULCAN AUTO-CANNON

Skill: Guns (Jet Fighter)

Accuracy: 4

Shots: 520

Rate of Fire: 20-shot bursts

ARMOR-PIERCING ROUND

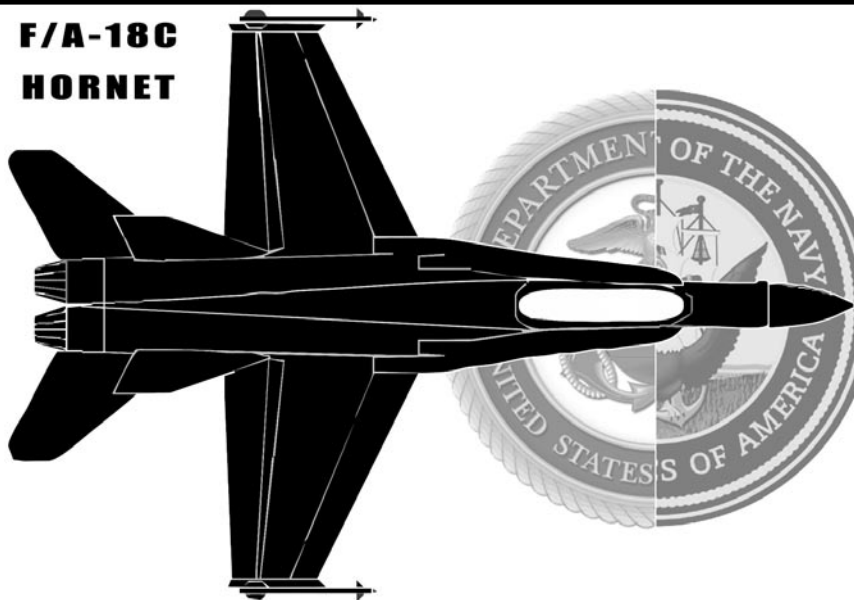
Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 100/200/800/1500/2000

Features: Chaff 2 (x10), Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks x1, x2 or x3 (Optional; +580 miles/870 km each), Flares 2 (x10), IFF, In-Flight Refueling, Infrared And Night-Vision Optics, Radar (Medium Range) 3, Radar And Heat Jammer 2, Radar And Laser Warning System, Redundant Controls.

F/A-18E SUPER HORNET STRIKE FIGHTER (VARIATION) (USA)

A Hornet variation meant to fill the strike-fighter role rather than being multi-faceted, as is the standard FA/-

F/A-18C HORNET



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18, this fighter carries a wide variety of weapons, observation equipment, or sensors pods. Its flight ceiling is 45,500 feet (15,167 m.)

Weight: 29,585 lbs. (14.8 tons)

Height: 16 ft (5 m)

Length: 60 ft (20 m)

Speed: Mach 1.6 (1056 mph/1700 kph)

Range: 448 miles (672 km)

Acceleration: 100 mph (161 kph)

Handling: 6

DAMAGE CAPACITY

Total: 173

ARMAMENT

The Strike Eagle has an internal 20mm gun and can carry a varied payload from its wing pylons.

WING PYLONS

Skill: Guns (Jet Fighter)

Combined payload varies, but typically includes two AIM-7R Sparrows (Accuracy 7 RGH/7 IR; Attack 4 RGH), two AIM-9X Sidewinders (Accuracy 7 IR) and two AIM-120D Slammers (Attack 5 RGH) for air defense and a mix of up to twelve more anti-air, anti-surface or anti-ship weapons to suit the mission.

Additional Features: Radar And Heat Jammer 3.

E/A-18G GROWLER AIRBORNE ELECTRONIC ATTACK AIRCRAFT (VARIATION) (USA)

Using the Super Hornet as its base, the Growler flies escort and close-jamming support missions, especially in a maritime capacity. It has been essential in gathering intelligence on the Third Army of Revelations' movements, and it has improved fleet survivability by acting as an extended picket. Its flight ceiling is 45,500 feet (15,167 m.)

Weight: 29,585 lbs. (14.8 tons)

Height: 16 ft (5 m)

Length: 60 ft (20 m)

Speed: Mach 1.6 (1056 mph/1700 kph)

Range: 448 miles (672 km)

Acceleration: 100 mph (161 kph)

Handling: 6

Crew: 2 (pilot, RIO/systems operator)

DAMAGE CAPACITY

Total: 173

ARMAMENT

The Strike Eagle has an internal 20mm gun and can carry a varied payload from its wing pylons.

WING PYLONS

Skill: Guns (Jet Fighter)

Combined payload varies, but typically includes two AIM-7R Sparrows (Accuracy 7 RGH/7 IR; Attack 4 RGH), two AIM-9X Sidewinders (Accuracy 7 IR) and two AIM-120D Slammers (Attack 5 RGH) for air defense and a mix of up to eight more anti-air, anti-surface or anti-ship weapons to suit the mission.

Additional Features: Communications (Digital, Encrypted 5), Communications Jammer 3, GPS, Laser Designator, Radar (Medium Range) 4, Radar And Heat Jammer 5.

F-22 RAPTOR ADVANCED TACTICAL FIGHTER (REVISED) (USA)

Designed in the 1980s and 1990s as the replacement for the F-15 fighter, the first prototypes of the F-22 Raptor flew in the last years of the 20th century. With a price tag of \$100 million apiece, the fighter aircraft was designed to be stealthier, more maneuverable, and deadlier than any other aircraft in the world. The end of the Cold War and budget problems hindered production of the aircraft. By 2005, less than a hundred F-22s were in service. The war changed things, and by 2010, over six hundred F-22s were in service, despite terrible war losses. Even so, the number of fighters is pitifully low, and most pilots make do with outdated F-15s or F-18s. The Raptor's surface ceiling is 50,000 feet (16,667 m) and twin engines provide its power.

Weight: 30,000 lbs. (15 tons)

Height: 16 ft (5 m)

Width: 45 ft (15 m)

Length: 60 ft (20 m)

Speed: Mach 1.8 (1190 mph/1916 kph),
Mach 1.5 typical



Range: 700 miles (1050 km)
Acceleration: 100 mph (161 kph)
Toughness: 4
Handling: 7
Base Accuracy: 4
Skill: Piloting (Jet Fighter)
Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 175

ARMOR VALUE

All: 20

ARMAMENT

Four internal weapon bays can carry a number of different weapon packages. The Raptor also has the option of adding up to four wing pylons.

INTERNAL WEAPON BAYS

Skill: Guns (Jet Fighter)

Combined payload varies by mission.

PAYLOAD PYLONS (OPTIONAL)

Skill: Guns (Jet Fighter)

Payload pylons are normally only added for heavy or prolonged strike missions due to loss of stealth capability. The External Combat Configuration allows for two external fuel tanks and four AIM-9X, AIM-120D, or AIM-132 missiles. The Ferry Configuration allows for four external fuel tanks and eight AIM-9X, AIM-120D, or AIM-132 missiles, but reduce speed to 1,000 mph (1,500 kph.)

MG1A2 20MM VULCAN AUTO-CANNON

Skill: Guns (Jet Fighter)

Accuracy: 4

Shots: 480

Rate of Fire: 20-shot bursts

Armor-piercing Round

Damage: D10 x 10(50); **Armor-piercing Factor:** 2 (kinetic);
Damage Modifier: None; **Range:** 100/200/800/1500/2000

F-22 Bay Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION			
AIM-9X Sidewinder*	7 IR	None	2	2	2	2
AIM-120D Slammer*	7 RG	None	2	2		
GBU-27 HAVE VOID	7 LG	None	2		4	
GBU-28 Bunker Buster	6 LG	None		2		2

* The AIM-132 ASRAAM (Accuracy 8 IR) may be substituted

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FB-22 Bay Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION				
GBU-27 HAVE VOID	8 LG	None	2		4		
GBU-28 Bunker Buster	7 LG	None		2			
GBU-45 SDB Talon	9 LG	8 GPS	30	20	16	16	20
Mk 78 Fire Bomb	5	None	2				4

FB-22 Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION				
AIM-9X Sidewinder*	8 IR	None	2	2	2	2	
AGM-154A and B JSOW	None	4 GPS /4 IR@					
GBU-27 HAVE VOID	8 LG	None	2		4		
GBU-28 Bunker Buster	7 LG	None		2			2

* The AIM-132 ASRAAM (Accuracy 8 IR) may be substituted

@ Submunition

Features: Chaff2(x10), Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks x2 or x4 (Optional and only with wing pylons; +400 miles/600 km each), Flares 2 (x10), GPS, IFF, In-Flight Refueling, Infrared And Night-Vision Optics, Radar (Medium Range) 3, Radar And Heat Jammer 2, Radar And Laser Warning System, Redundant Controls, Stealth (Heat, Optical, Laser, Sound) 2, Stealth (Radar) 3 (1 when pylons attached or bays open, 0 when in Ferry Configuration.)

FB-22 FIGHTER BOMBER (VARIANT) (USA)

A modified F-22 intended to apply the Raptor's many aptitudes to a strike craft, the two-seater FB-22 utilizes a delta wing and longer fuselage to maintain high-speed despite a greater payload. Wing flaps and movable wingtips provide yaw and roll control, making the FB-22 tailless to reduce the overall length to one not much greater than that of the F-22, despite a fuselage that is almost 10 feet longer to accommodate the larger internal weapon bays. Although it had its detractors when first introduced, the FB-22 has since proven its use as a medium range "first look, first kill" bomber in Britain after the Bull Eagles' many successful strikes across the English Channel.

Weight: 40,000 lbs. (20 tons)

Width: 54 ft (18 m)

Length: 62 ft (20.7 m)

Speed: Mach 1.8 (1190 mph/1916 kph), Mach 1.5 typical

Range: 1,800 miles (2700 km)

Handling: 6

Base Accuracy: 5

Skill: Piloting (Fighter Bomber)

Crew: 2 (pilot, RIO)

DAMAGE CAPACITY

Total: 225

ARMAMENT

Four internal weapon bays can carry a number of different weapon packages. The FB-22 also has the option of adding up to eight wing pylons.

INTERNAL WEAPON BAYS

Skill: Guns (Fighter Bomber)

Combined payload varies by mission.

PAYLOAD PYLONS (OPTIONAL)

Skill: Guns (Jet Fighter)

Normally only added for heavy strike missions due to loss of stealth capability.

Additional Features: External Fuel Tanks x2 or x 4 (Optional and only with wing pylons; +300 miles/450 km each), Radar And Heat Jammer 3, Stealth (Radar) 2 (0 when pylons attached or bays open.)

Tools of War

MIG-29 FULCRUM (AOR)

Once Russia's primary fighter, the MiG-29 was sold to numerous nations around the world, many of which have since fallen to the Church of Revelations, so the fighters now rest in enemy hands. South America's skies are especially well known to the AoR's MiG-29s, which are due to be upgraded as soon as sufficient time allows them to be rotated out of action piecemeal. The Fulcrum's flight ceiling is 60,400 feet (20,133 m.)

Weight: 24,030 lbs. (12 tons)

Height: 15.5 ft (5 m)

Width: 36.5 ft (12.2 m)

Length: 56.8 ft (19 m)

Speed: Mach 2.3 (1520 mph/2447 kph)

Range: 1,041 miles (1,562 km)

Acceleration: 100 mph (161 kph)

Toughness: 5

Handling: 6

Base Accuracy: 5

Skill: Piloting (Jet Fighter)

Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 145

ARMOR VALUE

All: 15

ARMAMENT

An internal weapon's bay carries the MiG-29's primary anti-aircraft weapons, while four optional pylons added to the wings allow the carrying of additional missiles and strike weapons.

PAYLOAD PYLONS

Skill: Guns (Jet Fighter)

Payload: Any six anti-air missiles, although typical mixes include those listed

GSH-30L 30MM CANNON

Skill: Guns (Jet Fighter)

Accuracy: 5

Shots: 150

Rate of Fire: 15-shot bursts

Armor-Piercing

Damage: D8 x 16(64); Armor-piercing Factor: 2 (Kinetic); Damage Modifier: None; Range: 100/200/1000/2000/2500

Features: Chaff 2 (x20), Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks (Optional; +293 miles/ km), Flares 2 (x20), IFF, Infrared And Night-Vision Optics, Radar (Medium Range) 2, Radar And Heat Jammer 1, Radar And Laser Warning System.

MIG-35 MIF (AOR)

The dual engine MiG-35 Multi-role Front-Line Fighter is responsible for maintaining the AoR's European air superiority, but it is also capable of performing strike missions. Originally dropped by Russia's Defense Ministry, defecting scientists brought the AoR its plans, and now factories are churning out the jets. With an operational ceiling height of 55,720 feet (18,573 m), the MiG-35 is an excellent interceptor for use against high-flying bombers. Very few have thus far seen their way beyond the European theater.

Weight: 33,069 lbs. (16.5 tons)

Height: 19.7 ft (6.6 m)

Width: 49.25 ft (16.4 m)

Length: 62.3 ft (20.8 m)

Speed: Mach 2.25 (1488 mph/2396 kph)

Range: 1,333 miles (2,000 km)

Acceleration: 120 mph (193 kph)

Toughness: 4

Handling: 6

Base Accuracy: 5

Skill: Piloting (Jet Fighter)

Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 190

MiG-29 Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION			
AA-9 Amos	9 RG	None	2	4	2	2
AA-11 Archer	8 OG	5 FF	2		4	
AA-12 Adder	8 RG	4 FF	2	2		4

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MiG-35 Bay Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION	
AA-9 Amos	9 RG	None	2	4
AA-11 Archer	8 OG	5 FF	2	4
AA-12 Adder	8 RG	4 FF		4

MiG-35 Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION	
AA-9 Amos*	9 RG	None	2	2
AA-11 Archer*	8 OG	5 FF	2	
AS-14E Kedge	5 LG	None		2
CBU-87 CEM	5	None		2
GBU-27 HAVE VOID	8 LG	None		2
GBU-28 Bunker Buster	7 LG	None		2

* The AA-12 Adder (Accuracy 7 RG, Attack 4 FF) may be substituted

ARMOR VALUE

All: 15

ARMAMENT

An internal weapon's bay carries the MiG-35's primary anti-aircraft weapons, while four optional pylons added to the wings allow the carrying of additional missiles and strike weapons.

INTERNAL BAYS

Skill: Guns (Jet Fighter)

Payload varies by mission:

PAYLOAD PYLONS (OPTIONAL)

Skill: Guns (Jet Fighter)

Payload varies by mission.

GSH-30L 30MM CANNON

Skill: Guns (Jet Fighter)

Accuracy: 5

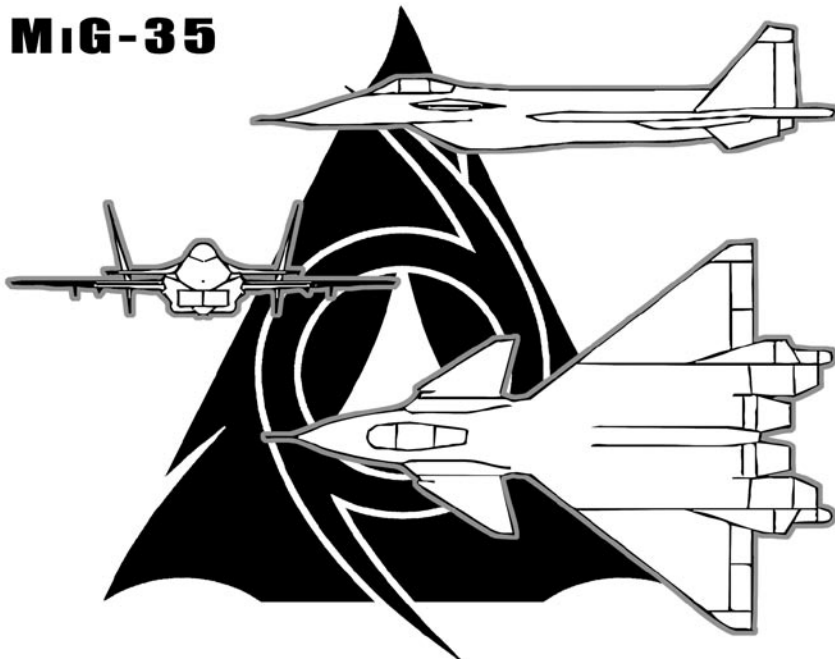
Shots: 300

Rate of Fire: 15-shot bursts

Armor-Piercing

Damage: D8 x 16(64); Armor-

MiG-35



Tools of War

piercing Factor: 2 (Kinetic);
Damage Modifier: None; Range:
100/200/1000/2000/2500

Features: Chaff 2 (x20), Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks x1 or x2 (Optional; +372 miles/558 km each), Flares 2 (x20) GPS, IFF, In-Flight Refueling, Infrared And Night-Vision Optics, Radar (Medium Range) 4, Radar And Heat Jammer 2, Radar And Laser Warning System, Redundant Controls, Stealth (Heat, Optical, Laser, Sound) 3, Stealth (Radar) 3 (1 with pylons attached or bays open.)

MIG-35M NAVAL FIGHTER (VARIATION) (AOR)

This variation has been modified for carrier use. Aside from folding wings and slight aesthetic changes, there is not much difference from the MIF model.

Additional Features: Stealth (Heat, Optical, Laser, Sound) 3, Stealth (Radar) 2 (0 with pylons attached or bays open.)

MIRAGE 2000 (REVISED) (AOR)

In 2007, the Argentine Air Force placed a large order of French Mirage 2000 fighter aircraft to replace their obsolescent air force. When Argentina was taken over by the Church of Revelations, these aircraft were used to support the war in South America and Mexico. After the Church conquered France, it kept the factories making this aircraft to supple-

ment the large fleets of Russian MiGs that comprised much of the Air Wing. As a result, the Mirage is the most likely aircraft encountered over the skies of Mexico. Still, the AoR is working on a new aircraft that will outperform the F-22. The Mirage has a flight ceiling of 59,000 feet (19,667 m) provided by a single engine.

Weight: 16,888 lbs. (8.4 tons)

Height: 16 ft (5 m)

Width: 30 ft (10 m)

Length: 50 ft (16 m)

Speed: Mach 2.2 (1453 mph/2339 kph)

Range: 1,000 miles (1,500 km)

Acceleration: 100 mph (161 kph)

Toughness: 3

Handling: 4

Base Accuracy: 4

Skill: Piloting (Jet Fighter)

Crew: 1 (pilot)

DAMAGE CAPACITY

Total: 110

ARMOR VALUE

All: 10

ARMAMENT

The Mirage 2000 has nine pylons on its fuselage and wings for carrying weaponry, as needed by mission type.

PAYLOAD PYLONS

Skill: Guns (Jet Fighter)

Payload varies by mission.

DEFA 554 30MM AUTOCANNON (X2)

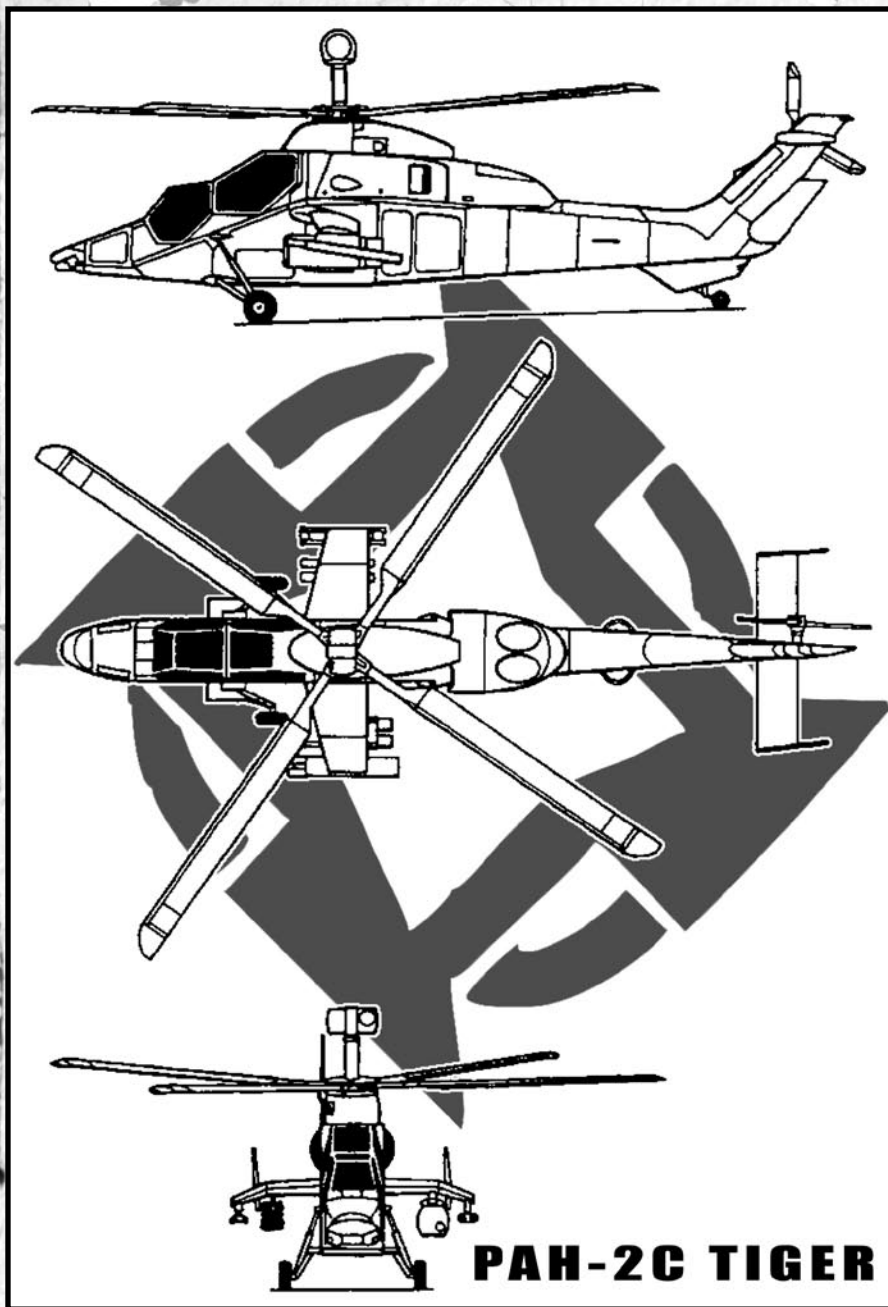
Skill: Guns (Jet Fighter)

Accuracy: 4

Shots: 200

Mirage Pylon Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION					
AA-9 Amos*	8 RG	None	2	2	2	1	1	1
AA-11 Archer*	7 OG	5 FF	2					
AA-12 Adder	7 RG	4 FF	2					
AS-14E Kedge	4 LG	None			4			
CBU-87 CEM	4	None				4		
GBU-27 HAVE VOID	7 LG	None				4	4	2
GBU-28 Bunker Buster	6 LG	None					4	2
Mk 82 Bombs	4	None			18			8



PAH-2C TIGER

Rate of Fire: 20-round bursts

Armor-Piercing Round

Damage: D8 x15(60); Armor-
piercing Factor: 2 (Kinetic);
Damage Modifier: None; Range:
100/200/1000/2000/2500

Features: Chaff 2 (x10), Combat
Computer, Communications (Digital,
Encrypted 3), Ejection System, External

Fuel Tanks x1 or x2 (Optional; +188
miles/282 km each), Flares 2 (x10),
GPS, IFF, In-Flight Refueling, Infrared
And Laser Designator, Night-Vision
Optics, NOE Navigation System 2, Radar
(Medium Range) 4, Radar And Heat
Jammer 2, Radar And Laser Warning
System, Redundant Controls.

Tools of War

PAH-2C TIGER (AOR)

A joint venture between Germany and France, the highly advanced single engine Tiger is now deployed as the AoR's primary combat helicopter. The Tiger can compete with the Apache in most every way, but its sleeker silhouette and added stealth features makes it more difficult to detect, plus it is more maneuverable. Incredibly diverse, the helicopter can serve as a tank killer, escort, scout, or support craft, among other possibilities, and can be fitted with external fuel tanks to extend its operational range. A viewing mast may be mounted atop the rotor, allowing the crew to peak over terrain horizons and employ any equipped optics without exposing their craft to enemy fire. It has a flight ceiling of 21,000 feet (7,000 m.)

Weight: 13,230 lbs. (6.6 tons)

Height: 12.6 ft (4.2 m)

Width: 51.8 ft (17.3 m) with rotor

Length: 49.2 ft (16.4 m)

Speed: 180 mph (290 kph)

Range: 533 miles (800 km)

Acceleration: 30 mph (48 kph)

Toughness: 4

Handling: 5

Base Accuracy: 3

Skill: Piloting (Combat Helicopter)

Crew: 2 (pilot and copilot/gunner)

DAMAGE CAPACITY

Total: 182

ARMOR VALUE

Main Body: 70

Cockpit: 90

ARMAMENT

A Tiger sports a 30mm turreted gun, accompanied with any four of the other weapon options mounted on the wings. The standard load includes one anti-tank missile launcher, one anti-air missile launcher, and two 22-rocket Hydra pods. Each external fuel pod replaces one wing weapon option.

ANTI-TANK MISSILE LAUNCHER

Skill: Guns (Combat Helicopter)

Accuracy: 0 LG

Attack: 6 RGH

Shots: 2

Ammunition: The AT-14G Kornet

HYDRA FFAR ROCKET POD

Skill: Guns (Combat Helicopter)

Accuracy: 0

Shots: 12 or 22

Rate of Fire: 1, or 3-round or 5-round bursts

Ammunition: Choose FFAR HE, Flechette or MPSM rockets.

ANTI-AIR MISSILE LAUNCHER

Skill: Guns (Combat Helicopter)

Accuracy: 5 IR

Shots: 2

Ammunition: The SA-19 Grouse

30mm AM-30781 Cannon

Skill: Guns (Combat Helicopter)

Accuracy: 3

Shots: 1500

Rate of Fire: 10-round bursts or full automatic

High-Explosive Round

Damage: D8 x 14(56); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 50/500/1000/2500/6500

Features: Chaff2(x10), Communications (Digital, Encrypted 4), External Fuel Tanks (Optional; +500 miles/750 km each), Flares 2 (x10), Infrared and Night-Vision Optics (Pilot), GPS, NOE Navigation System 3, Radar (Short Range; Forward Only) 1, Radar and Heat Jammer 3, Radar and Laser Warning System, Redundant Controls, Stealth (Heat, Sound) 2, Stealth (Optical, Radar) 1 (0 if the optional mast is attached.)

OH-6A SUPER CAYUSE (USA)

Extremely maneuverable, the single engine OH-6A's primary uses include scouting, target spotting, and rapidly assaulting light targets. With an 8,500 foot (2,833 m) maximum hover distance, the Super Cayuse can traverse all manner of terrain, and it is light enough to be air transportable once the rotors are folded. The helicopter is also highly adaptable to suit a specific mission's needs.

Weight: 2,410 lbs. (1.2 tons)

Height: 8.5 ft (2.8 m)

Width: 26.3 ft (8.8 m) with rotor

Length: 30.8 ft (10.3 m)

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Speed: 150 mph (242 kph)
Range: 300 miles (450 km)
Acceleration: 40 mph (64 kph)
Toughness: 3
Handling: 8
Base Accuracy: 0
Skill: Piloting (Helicopter)
Crew: 1 (pilot), plus 3 passengers

DAMAGE CAPACITY

Total: 74

ARMOR VALUE

All: 10

ARMAMENT

An OH-6A may be fitted with any two of the following, in any desired combination.

.50 CALIBER MACHINE GUN POD

Skill: Guns (Helicopter)
Accuracy: 2
Shots: 2000
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 15/200/400/2000/6000

HELLFIRE LAUNCHER

Skill: Guns (Helicopter)
Accuracy: 0 LG
Attack: 6 IR
Shots: 4
Ammunition: The Hellfire II missile.

HYDRA FFAR ROCKET POD

Skill: Guns (Helicopter)
Accuracy: 0
Shots: 7 or 19
Rate of Fire: 1, or 3-round or 5-round bursts
Ammunition: Choose FFAR HE, Flechette or MPSM rockets.

M-134 7.62MM MINI-GUN

Skill: Guns (Helicopter)
Accuracy: 2
Shots: 2000
Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 15/200/500/1500/5000

M129 40MM GRENADE LAUNCHER

Skill: Guns (Helicopter)
Accuracy: 2
Shots: 300
Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: See Explosive Damage Table (pg 189); Armor-piercing Factor: Varies; Damage Modifier: None; Range: 20/210/500/1500/2000

STINGER LAUNCHER

Skill: Guns (Helicopter)
Accuracy: 4 IR
Shots: 1

TOW LAUNCHER

Skill: Guns (Helicopter)
Accuracy: TOW-3 0 WG
Attack: TOW-4 7 FF
Shots: 2
Ammunition: Typically the TOW-4, but the TOW-3 can also be used.

Features: Chaff 2 (x30) (Optional), Communications (Digital, Encrypted 2), Searchlight (Infrared), Stealth (Heat) 1 (Optional.)

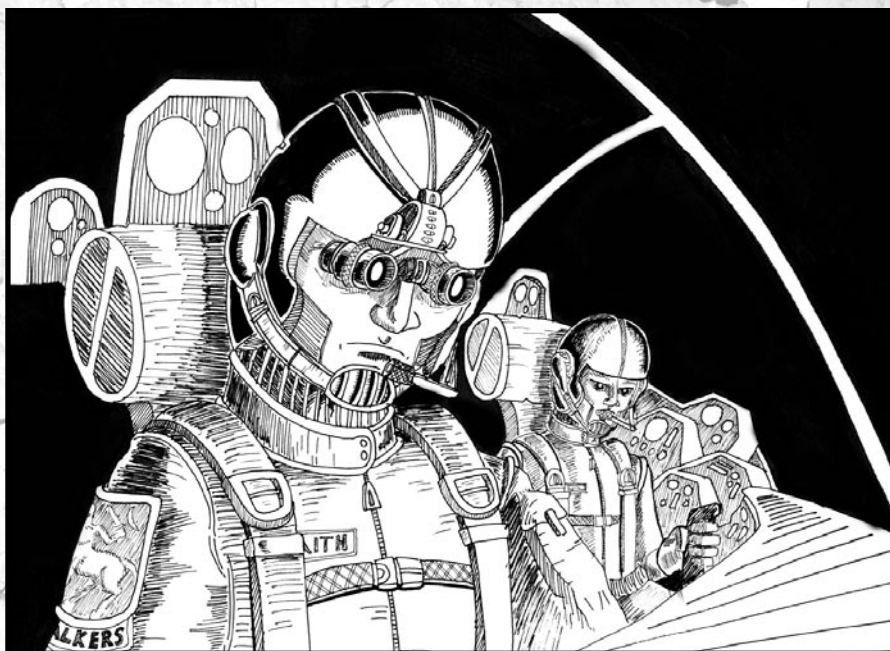
AH-6J LITTLE BIRD (VARIANT) (USA)

A more heavily armed version of the OH-6A, it can transport a team of men onto a target, while providing heavier support fire than the Super Cayuse can, but is chiefly used for performing raids, providing air support, and escorting other aircraft. The Little Bird normally utilizes two pilots in case one is lost under fire (important considering what the Little Bird is used for) and to provide greater precision during operations where accuracy is key.

Base Accuracy: 1
Crew: 2 (pilot, commander/observer), plus 2 passengers

ARMAMENT

An AH-6J may be fitted with any four of the weapon systems listed for the OH-6A, in any desired combination. The typical armament is two rocket pods and two mini-guns.



MH-6J LITTLE BIRD (VARIANT) (USA)

A modification of the Super Cayuse intended for Special Operations, the MH-6J has widened, flip-down sills for sitting two additional passengers on each outer side of the helicopter, allowing the craft to carry troops into the field.

Speed: 188 mph (303 kph)

Crew: 2 (pilot, commander/observer), plus 6 passengers

ARMAMENT

The MH-6J is unarmed to make room for the passenger sills.

Additional Features: Chaff 2 (x10) (Optional), Communications (Digital, Encrypted 3), FRDS and/or STABO Capable, Redundant Controls, Stealth (Heat) 1 (Optional), Winch. An enhanced version, the MH-6M Mission Enhanced Little Bird (MELB) has improved avionics, including a GPS system and forward Infrared Optics.

MODEL 500 DEFENDER (VARIANT) (AOR)

Originally intended for foreign military sales, the Defender has an extra rotor blade, and it may mount additional

equipment. Among other available options, the windshield can mount an optical sight (infrared and night-vision sights are optional), and a viewing mast option mounts atop the rotor, allowing the crew to peak over terrain horizons and employ any equipped optics without exposing their craft to enemy fire.

The AoR makes extensive use of the Defender for rapid-strike and reconnaissance operations. Despite its inability to survive a head-to-head confrontation with most American attack aircraft, its maneuverability and speed provide it with an advantage for escaping.

Range: 366 miles (549 km)

Toughness: 3

Handling: 8

Base Accuracy: 2

Crew: 2 (pilot, commander/observer), plus 2 passengers

ARMAMENT

A Model 500 may be fitted with any two of the weapon systems listed for the OH-6A, in any desired combination. The typical armament is a rocket pods and mini-gun, or two TOW launchers.

Additional Features (All Are Optional): Chaff 2 (x30), Infrared Optics, Laser Rangefinder, Night-Vision

Chapter 5

Optics, Optical Sight (+1 Accuracy), Radar Warning System, Stealth (Sound) 3, Stealth (Heat) 2.

SAVIOR ASSAULT HELICOPTER (AOR)

Much smaller than its American counterpart, the Blackhawk, the AoR's twin-engine Savior assault helicopter is more concerned with troop transport than doubling as a cargo hauler, allowing its designers to bestow it with greater speed, maneuverability, and range. Its avionics allow it to skirt through urban environments at low altitudes. All the Savior's systems have duplicates and failsafes to increase survivability. The helicopter can haul nearly 4420 lbs. (2.2 tons) in its hold, and has a flight ceiling of 17,000 feet (5,667 m.)

Weight: 14,365 lbs. (7.2 tons)

Height: 13.5 ft (4.5 m)

Width: 44 ft (14.7 m) with rotor

Length: 55 ft (18.3 m)

Speed: 190 mph (306 kph)

Range: 435 miles (652.5 km)

Acceleration: 30 mph (48 kph)

Toughness: 4

Handling: 4

Base Accuracy: 0

Skill: Piloting (Helicopter)

Crew: 2 (pilot, flight engineer), plus 14 troops; can replace 2 troops with door gunners

DAMAGE CAPACITY

Total: 194

ARMOR VALUE

All: 45

ARMAMENT

A mini-gun is often mounted in the cabin windows ahead of the side doors, one per side.

M-134 7.62MM MINI-GUN (X2)

Skill: Guns (Machine Gun)

Accuracy: 2

Shots: 2000

Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 15/200/500/1500/5000

Features: Cargo Hook (6000 lbs./3 tons), Communications (Digital, Encrypted 3), External Fuel Tanks x1 or x2 (Optional; +350 miles/525 km each), GPS, IFF, In-Flight Refueling, Infrared and Night-Vision Optics (Pilot), NOE Navigation System 3, Radar (Short Range; Forward Only) 3, Redundant Controls, Searchlight (Infrared), 5 Stretchers (Optional.)

UH-60L BLACKHAWK (USA)

Having now totally replaced the Huey, except in most National Guard and militia units, the two-engine Blackhawk is America's primary tactical transport helicopter, and it has been adapted for many additional uses, including search and rescue, medical support, electronic warfare, and general utility. The Blackhawk can haul nearly 13,000 lbs. (6.5 tons) in its hold, and has a flight ceiling of 19,510 feet (6,503m.) Four removable, external pylons allow for customization, such as fuel tanks or Hellfire II missiles.

Weight: 10,622 lbs. (5.3 tons)

Height: 16.8 ft (5.6 m)

Width: 53.7 ft (17.9 m) with rotor

Length: 64.7 ft (21.6 m)

Speed: 184 mph (296 kph)

Range: 373 miles (559.5 km)

Acceleration: 30 mph (48 kph)

Toughness: 3

Handling: 3

Base Accuracy: 0

Skill: Piloting (Helicopter)

Crew: 3 (pilot, copilot, flight engineer), plus 11 troops; can replace 2 troops with door gunners.

DAMAGE CAPACITY

Total: 156

ARMOR VALUE

All: 40

ARMAMENT

7.62MM DOOR MACHINE GUN (X2)

Skill: Guns (Machine Gun)

Accuracy: 3



Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D8 x 5(20); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 10/150/300/1000/4000

HELLFIRE PYLON (OPTIONAL)

Skill: Guns (Helicopter)

Accuracy: 0 LG

Attack: 6 IR

Shots: 4 per pylon

Ammunition: The Hellfire II missile.

Features: Cargo Hook (9000 lbs./4.5 tons), Communications (Digital, Encrypted 3), External Fuel Tanks x1 or x2 (Optional; +500 miles/750 km each), GPS, IFF, Radar (Short Range; Forward Only) 2, Redundant Controls, Searchlight (Infrared), 4 Stretchers (Optional.)

CH-60 SEA HAWK (VARIANT) (USA)

Capable of re-supplying ships and performing Search and Rescue operations, the Sea Hawk is also key in conducting amphibious and waterborne assaults. The CH-60 stands out from the rest of the Blackhawk family due to a modified nose cone and Navy-style tail pylons, along with the large cargo-style doors on the side. The rotors fold for transportation and shipboard storage.

Crew: 3 (pilot, copilot, flight engineer), plus 14 troops; can replace two troops with door gunners.

Additional Features: Infrared Optics (Pilot, Copilot), Minesweeper (Water) (Optional), Rescue Hoist, Sonar (Short Range, Laser Imager) (Optional) 2.

MH-60G PAVE HAWK (VARIANT) (USA)

Intended for Special Operations, the Pave Hawk has enhanced range, so that it may infiltrate, re-supply, or extract men at greater distances, night or day. It can also refuel in mid air. Two of the more noticeable features are the non-retracting landing gear and the large sliding doors on each side. The rotors fold for transportation.

The Pave Hawk has seen a lot of use recently inserting covert teams into Central and South America to conduct assassinations and sabotage.

Range: 504 miles (706 km)

Handling: 4

Crew: 5 (pilot, copilot, flight engineer, 2 gunners), plus 10 troops

ARMAMENT

The mini-guns are mounted in the cabin windows, one per side, and door gunners may also be added

M-134 7.62MM MINI-GUN (X2)

Skill: Guns (Machine Gun)

Accuracy: 2

Shots: 2000

Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 15/200/500/1500/5000

Additional Features: Chaff (x30), Digital Mapping, FRDS and/or STABO Capable, Heat Jammer 3, In-Flight Refueling, Infrared and Night-Vision Optics (Pilot, Copilot), NOE Navigation System 3, Radar (Short Range, Forward Only) 2, Radar Warning System, Redundant Controls (x2), Rescue Hoist, 4 Stretchers (Optional.)

Chapter 5

UH-60Q MEDEVAC (VARIANT) (USA)

Incomparable in medical evacuation, the UH-60Q is fitted with medical equipment that is unprecedented in the history of ambulatory helicopters. As a medical helicopter, the MEDEVAC is unarmed, except for two door gunners using small arms.

Weight: 11,500 lbs. (5.75 tons)

Speed: 172 mph (277 kph)

Range: 362 miles (543 km)

Acceleration: 30 mph (48 kph)

Toughness: 3

Handling: 3

Crew: 3 (pilot, copilot, flight engineer), plus 6 ambulatory patients and 3 medical staff.

DAMAGE CAPACITY

Total: 165

Additional Features: External Fuel Tanks x1 or x2 (Optional; +504 mph/811 kph each), Infrared Optics (Pilot), 6 Litters, Oxygen Generator, Medical 2, NBC Sealed.

YAK-141 FREESTYLE (AOR)

Currently the world's only supersonic STOVL (short take-off/vertical landing) fighter, the Yak-141 is another Russian aircraft appropriated by the AoR after overtaking several former Soviet states. With a flight ceiling of 49,000 feet (16,333 m) and the ability to utilize short runways to save fuel or outright vertical take-offs, the Freestyle is ideal for cruisers and destroyers, let alone aircraft carriers, and for providing close support in rugged terrain. The Freestyle is designed for survivability and versatility, making it capable of prolonged combat. One engine is used for takeoffs, while two others provide flight thrust.

Weight: 25,684 lbs. (12.8 tons)

Height: 16.3 ft (5.4 m)

Width: 33 ft (11 m), 19 ft (6.3 m) wings folded

Length: 60 ft (20 m)

Speed: Mach 1.7 (1117 mph/1798 kph)

Range: 428 miles (642 km), 283 miles (425 km) after vertical take-off

Acceleration: 80 mph (129 kph)

Toughness: 5

Handling: 6

Base Accuracy: 3

Skill: Piloting (VTOL Fighter)

Crew: 1 pilot

DAMAGE CAPACITY

Total: 153

ARMOR VALUE

All: 14

ARMAMENT

The Yak-141 mounts a forward cannon and four hardpoints on its wings for mission-specific payloads. Using the external fuel tanks cuts the pylons' payload in half.

PAYLOAD PYLONS (SHORT TAKE-OFF)

Skill: Guns (Jet Fighter)

Payload varies by mission.

PAYLOAD PYLONS (VTOL)

Skill: Guns (Jet Fighter)

Payload varies by mission.

GSH-310 30MM CANNON

Skill: Guns (Jet Fighter)

Accuracy: 3

Shots: 120

Rate of Fire: 10-shot bursts

Armor-Piercing

Damage: D8 x 12(48); Armor-piercing Factor: 2 (Kinetic); Damage Modifier: None; Range: 100/200/1000/2000/2500

Features: Chaff 2 (x15) Combat Computer, Communications (Digital, Encrypted 3), Ejection System, External Fuel Tanks x2 (Optional; +1300 miles/1950 km, +870 miles/1305 km after vertical take-off), Flares 2 (x15) GPS, IFF, Infrared And Night-Vision Optics, Radar (Medium Range) 3, Radar And Heat Jammer 2, Radar And Laser Warning System, Redundant Controls.

Tools of War

Yak-141 Short Take-Off Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION	
AA-9 Amos	7 RG	None	4	
AA-11 Archer	6 OG	5 FF		
AA-12 Adder	6 RG	4 FF	4	
AS-14E Kedge	3 LG	None	4	2
AS-17D Krypton	8 RGH	None	2	

Yak-141 VTOL Payload

	ACCURACY	ATTACK	AMOUNT CARRIED BY PAYLOAD OPTION		
AA-9 Amos	7 RG	None	2	2	2
AA-11 Archer	6 OG	5 FF	2	2	
AA-12 Adder	6 RG	4 FF	2		
AS-14E Kedge	3 LG	None	2		
AS-17D Krypton	8 RGH	None			2

Watercraft

Damage Capacity Note: The Damage Capacity listed for the larger ships is not necessarily representative of how much damage needs be caused to utterly annihilate the vessel. The DC for doing so would be way too high to be practical. Instead, this DC represents the amount of damage that needs to be caused before the vessel has suffered sufficient damage to not only be rendered incapable of operating, but also enough to certainly sink it, no matter how much of its hull and other components remain intact.

COMBAT RUBBER RECONNAISSANCE CRAFT (CRRC) (AOR/USA)

The CRRC, often called a Zodiac, is the most common inflatable rubber boat currently in service with both the Allies and AoR. It is mainly used for insertion and extraction, but has been co-opted into various other duties, as the need arises. It can be equipped with a light outboard motor or rely totally on paddles. While stored, the CRRC is a mere 59 x 28 x 24 inches (150 x 71 x 61 cm.)

Weight: 265 lbs. (119 kg)

Height: 15.4 ft (5 m)

Width: 6.2 ft (2 m)

Length: 2.5 ft (83 cm)

Speed: 29 mph (47 kph) (motor); mph (6 kph) (paddles)

Range: 80 miles (120 km)

Acceleration: 8 mph (13 kph) (motor); 0.5 mph (0.8 kph) (paddles)

Toughness: 1

Handling: 3

Base Accuracy: 0

Skill: Piloting (Boat)

Crew: 6 (1 pilot), plus 5 passengers

DAMAGE CAPACITY

Fore One-Third: 500

Aft One-Third: 400

Conning Tower: 100

Amidships One-Third: 700

ARMOR VALUE

All: 60

BARRIER VALUE

All: 180

ARMAMENT

Four forward torpedo tubes provide anti-ship capability, but the main weapons are the ballistic missile tubes.

TORPEDO TUBE (X6)

Skill: Systems Operations (Sonar) and Perception

Accuracy: 8 WG

Attack: 4 SG

Shots: 1 + 12 spares for all tubes

Rate of Fire: 1, although multiple tubes

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may be fired simultaneously

Ammunition: The SUT Torpedo is standard, but it can also carry the SM 39D Exocet at a ratio of 2 per torpedo sacrificed

SLBM TUBE (X16)

Skill: Guns (Missiles)

Accuracy: 7 GPS

Attack: 4 FF

Rate of Fire: 1, although multiple tubes may be fired simultaneously

Ammunition: M4B SLBM missiles are the norm

Features: Chaff 2 (Sonar; x20), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 3), Digital Mapping (Linked to Sonar), Fire Suppression System, GPS, High Profile (Optical) 2, High Profile (Sonar) 1, IFF, Infrared and Night-Vision Optics (Periscope), Medical 2, Radar (Short Range; While Surfaced Only) 4, Sonar (Medium Range) 3, NBC Sealed (30 days), Redundant Controls, Stealth (Sound) 1.

GRACE CLASS PATROL BOAT (AOR)

A two-engine, rapid patrol boat meant for pursuing smugglers and fugitives, or patrolling coastlines and rivers, the diesel-powered Grace can deploy a hydrofoil for extra speed at the cost of handling. Although not designed to take on heavy ships, its missiles can certainly give cruis-

ers or the like trouble, and they can mean the doom of surfaced submarines.

Displacement: 125,000 lbs. (62.5 tons)

Draught: 6 ft (2 m), 12 ft (4 m) as hydrofoil

Width: 23 ft (7.7 m), 39 ft (13 m) as hydrofoil

Length: 75 ft (25 m)

Speed: 17 mph (27.4 kph), 60 mph (96.6 kph) as hydrofoil

Range: 400 miles (600 km)

Acceleration: 5 mph (8 kph), 15 mph (24 kph) as hydrofoil

Toughness: 4

Handling: 3, 1 as hydrofoil

Base Accuracy: 2

Skill: Piloting (Powerboat); Piloting (Hydrofoil) when using the latter mode

Crew: 25 (3 officers, 6 petty officers, 16 crew)

DAMAGE CAPACITY

Total: 300

ARMOR VALUE

Hull: 55**Deck:** 35

BARRIER VALUE

Hull: 160 **Deck:** 80

ARMAMENT

The foredeck mounts a 76mm gun, a mini-gun upon the forecastle, and two missile launchers to either side of the craft's aft.

Grace 76mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE
Armor-Piercing	D10 x 6(30)	2 K	None	250/1000/4000/8000/14000
Flak	Varies	None	x3	100*/500/2500/5000/8800
High-Explosive	Varies	None	x2	250/1000/4000/8000/14000

76mm Explosive Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Flak	2 yards	5 yards	10 yards
High-Explosive	1 yard	3 yards	8 yards

76mm Explosive Damage Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Flak	D8 x 12(48)	D8 x 6(24)	D8 x 3(12)
High-Explosive	D8 x 14(56)	D8 x 7(28)	D8 x 3(12)

Tools of War

76MM MELARA GUN

Skill: Guns (Ship)

Accuracy: 5

Shots: 64

Rate of Fire: Maximum of 8 per Turn.

Ammunition: Typical mix is 20 Armor-piercing, 20 Flak and 44 High-Explosive

M-134 7.62MM MINI-GUN

Skill: Guns (Machine Gun)

Accuracy: 2

Shots: 2000

Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 15/200/500/1500/5000

MISSILE LAUNCHER (X2)

Skill: Guns (Missiles)

Attack: 7 RG

Shots: 4

Rate of Fire: 1

Ammunition: SM 39D Exocet missiles

Features: Autoloader (76mm), Combat Computer, Communications (Digital, Satellite, Encrypted 2), GPS, IFF, NBC Sealed, Radar (Short Range) 3.

PEGASUS CLASS MK 5 SPECIAL OPERATIONS CRAFT (USA)

The dual engine, dual -waterjet Pegasus is for transporting and infiltrating American SpecOps teams, especially SEALs. Besides being able to haul 6,500 lbs. (3,250 kg), which can include anything from inflatable boats and troops to a truck or Hum-vee deployed from the rear drop-down gate, the Pegasus can be armed with a variety of weapons to suit the mission. It can also support limited coastal patrol and interdiction activities. The Pegasus is air transportable.

Displacement: 114,000 lbs. (57 tons)

Draught: 5 ft (1.7 m)

Width: 17.5 ft (5.8 m)

Length: 82 ft (27.3 m)

Speed: 55 mph (88.6 kph)

Range: 690 miles (1035 km)

Acceleration: 20 mph (32 kph)

Toughness: 7

Handling: 4

Base Accuracy: 0

Skill: Piloting (Boat)

Crew: 6 (1 officer, 5 enlisted), plus 16 passengers with 4 inflated CRRCs

DAMAGE CAPACITY

Total: 278

ARMOR VALUE

Hull: 45

Deck: 35

BARRIER VALUE

Hull: 120

Deck: 80

ARMAMENT

A stinger launcher with 4 spare missiles is kept onboard, and there are five pintle mounts for equipping the craft with any combination of the following: .50 caliber machine gun (single or dual), mini-guns, M-19 grenade launcher, 7.62mm machine gun, or M307 OCSW.

Features: Communications (Tactical, Digital, Satellite, Encrypted 5), Digital Mapping (Linked to Sonar), GPS, Radar (Short Range) 2, Sonar (Short Range) 1, Stealth (Radar, Laser, Optical) 2, Stealth (Sonar, Sound) 3.

PENITENT CLASS AIRCRAFT CARRIER (AOR)

Currently the most numerous of aircraft carriers in their arsenal, the Fleet of Retribution decided to go ahead with the twin-turbine, dual-screw, nuclear powered Penitent series because they could be built quicker than super-carriers, and the smaller craft would allow for more versatility and wider aerial support for their fleets. The main runway is angled upwards slightly for launching its Yak-141 compliment, while the secondary runway is flat. It is equipped with two catapults, three arresting wires for landing, and two lifts for raising aircraft from below.

With more resources and time now available, rumors have been circulating that the Penitent is going to be supported, if not outright replaced, by a new series of super-carrier thought to be under construction in the Mediterranean.

Chapter 5

Displacement: 82,000,000 lbs.
(41,000 tons)
Draught: 28 ft (9.3 m)
Width: 211 ft (70.3 m)
Length: 858 ft (286 m)
Speed: 30 mph (48 kph)
Range: Unlimited
Acceleration: 3 mph (4.8 kph)
Toughness: 4
Handling: 2
Base Accuracy: 3
Skill: Piloting (Aircraft Carrier)
Crew: 1950 (177 officers, 890 petty officers, 883 crew), plus 800 troops and pilots

DAMAGE CAPACITY

Control Tower: 250
Fore One-Third: 1500
Aft One-Third: 1500
Amidships One-Third: 2000

ARMOR VALUE

Hull: 60 **Flight Deck:** 40

BARRIER VALUE

Hull: 120 **Flight Deck:** 80

ARMAMENT

Aside from the following self-defense systems, a Penitent is typically equipped with 24 MiG-35M and 10 Yak 141 fighters, two light AWAC jets, and two maritime combat and/or search and rescue helicopters.

ARCHER SAM LAUNCHER (X2)

Skill: Guns (Missiles)
Accuracy: 6 OG
Attack: 5 FF
Shots: 6
Rate of Fire: 1 per Turn
Ammunition: Modified AA-11 Archer missiles

VERTICALLY LAUNCHED ASTER MISSILES (X4)

Skill: Guns (Missiles)
Accuracy: 7 RGH
Attack: 6 GPS
Shots: 8
Rate of Fire: 1 per Turn
Ammunition: Aster 30 missiles

GIAT 20MM F2 AUTOMATIC CANNON (X8)

Skill: Guns (Artillery)

Accuracy: 4

Shots: 200

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-Piercing Round

Damage: D10 x 8(40); Armor-piercing
Factor: 2 (Kinetic);
Damage Modifier: None; **Range:** 100/200/800/1500/2000

Features: Air Traffic Control Equipment, Chaff 3 (4 launchers; x10 ea.), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 5), Digital Mapping, Fire Suppression System, GPS, High Profile (Optical) 4, High Profile (Sonar) 6, IFF, Machine Shop 3, Medical 3, Radar (Medium Range) 3, Radar (Short Range) 5, Radar Jammer 3, Radar and Laser Warning System, Redundant Controls (x2), Sonar (Short Range) 1.

RIGID-HULL INFLATABLE BOAT (RIB) (AOR/USA)

Most nations have adopted these craft for coastal insertion and extraction, as well as coastal and riverine patrolling. Rather than carrying passengers, the RIB can also be used to haul up to 3,200 lbs. (1,440 kg) of cargo. As an inflatable craft, a RIB may be stored aboard ship using relatively little space and is air-droppable.

Weight: 17,400 lbs. (8.7 tons)

Height: 3 ft (1 m)

Width: 10.6 ft (3.5 m)

Length: 36 ft (12 m)

Speed: 52 mph (84 kph)

Range: 230 miles (345 km)

Acceleration: 15 mph (24 kph)

Toughness: 2

Handling: 3

Base Accuracy: 0

Skill: Piloting (Boat)

Crew: 12 (1 pilot, 2 crewmen), plus 8 passengers

DAMAGE CAPACITY

Total: 112

ARMOR VALUE

All: 2

Tools of War

BARRIER VALUE

All: 4

ARMAMENT

Most RIB mount a light machine gun or automatic grenade launcher in the bow to lend support for disembarking troops or serve in patrolling duties.

Features: Communications (Tactical, Digital, Satellite, Encrypted 2), Radar (Short Range) 1.

SSN-688 LOS ANGELES CLASS SUBMARINE (USA)

Although a good number have been lost since the war began, this American submarine remains the most produced nuclear warship in the world. Besides conducting raids against ports and other land targets within range of their Tomahawk missiles, the Los Angeles submarines also conduct long-range patrols in most oceans and seas in search of enemy convoys and submarines. They sometimes provided escort screens for Allied surface convoys.

The SSN-688 has an operational depth of 1,475 feet (491.7 m) and maximum depth of 2,460 feet (820 m.) It has a single nuclear plant and one screw.

Displacement: 12,000,000 lbs. (6,000 tons), 13,854,000 lbs. (6,927 tons) submerged

Draught: 32.3 ft (10.8 m)

Width: 33 ft (11 m)

Length: 360 ft (120 m)

Speed: 23 mph (37 kph); 32 mph (51.5 kph) submerged

Range: Unlimited

Acceleration: 5 mph (8 kph) surface, 3 mph (4.8 kph)

Toughness: 6

Handling: 3

Base Accuracy: 3

Skill: Piloting (Submarine)

Crew: 129 (4 officers, 9 petty officers, 116 crew)

DAMAGE CAPACITY

Fore One-Third: 450

Aft One-Third: 350

Conning Tower: 100

Amidships One-Third: 600

ARMOR VALUE

All: 65

BARRIER VALUE

All: 200

ARMAMENT

Four torpedo forward tubes are the Los Angeles' primary weapons, but it also has twelve Vertical Launch System tubes for firing missiles.

TORPEDO TUBE (X4)

Skill: Systems Operations (Sonar) and Perception

Accuracy: 8 WG

Attack: 3 SG(H)

Shots: 1 + 22 spares for all tubes

Rate of Fire: 1, although multiple tubes may be fired simultaneously

Ammunition: The MK 48 torpedo is standard, but it can also fire the Harpoon II missile or Mk 67 SLMM at a ratio of 2 per torpedo sacrificed

VERTICAL LAUNCH MISSILES (X12)

Skill: Guns (Missiles)

Attack: 6 GPS

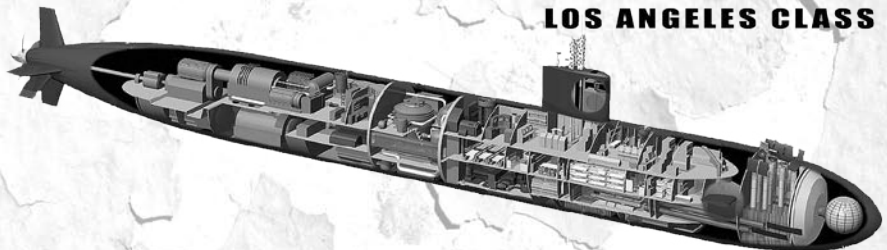
Shots: 15

Rate of Fire: 1

Ammunition: Tomahawk missiles

Features: Chaff 3 (Sonar; x20), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 5), Digital Mapping, Fire Suppression System, GPS, High Profile

LOS ANGELES CLASS



Chapter 5

(Optical) 2, High Profile (Sonar) 1, IFF, Infrared And Night-Vision Optics (Periscope), Medical 2, Radar (Short Range; While Surfaced Only) 2, Sonar (Medium Range) 4, NBC Sealed (30 days), Redundant Controls, Stealth (Sound) 1.

TICONDEROGA CLASS CG-47D CRUISER (USA)

America's foremost guided missile cruiser, the CG-47D sports four gas turbine engines and two screws, along with a variety of weaponry to fulfill anti-submarine, anti-ship, and perimeter defense roles. Typical assignments include patrolling on their own or being attached to a flotilla to provide point-defense against inbound missiles or aircraft, freeing up the fleet's own aircraft to go on the offensive.

Weight: 14,206,000 lbs. (7,103 tons)

Draught: 33 ft (11 m)

Width: 55 ft (18.3 m)

Length: 567 ft (189 m)

Speed: 35 mph (56.4 kph)

Range: 3,500 miles (5,250 km)

Acceleration: 10 mph (16 kph)

Toughness: 5

Handling: 3

Base Accuracy: 3

Skill: Piloting (Cruiser)

Crew: 364 (8 officers, 16 petty officers, 340 enlisted)

DAMAGE CAPACITY

Fore One-Third: 340

Aft One-Third: 280

Forecastle: 150

Aftcastle: 60

Amidships One-Third: 600

ARMOR VALUE

Hull: 75

Deck: 50

BARRIER VALUE

Hull: 140

Deck: 80

ARMAMENT

The Harpoon and Phalanx systems provide point-defense and anti-missile capabilities, while the Harpoons, 127mm guns and torpedoes grant ship-fighting ability. The Tomahawks can be used against ships, land targets, or surfaced submarines. It also carries two seaworthy helicopters for search and rescue, scouting and sub hunting.

HARPOON LAUNCHERS (X2)

Skill: Guns (Missiles)

Accuracy: 6 RGH (+4 w/Aegis)

Shots: 8 + 8 ready for automatic reload

Ticonderoga 127mm Damage Table

ROUND	DAMAGE	ARMOR-PIERCING FACTOR	DAMAGE MODIFIER	RANGE
Anti-Aircraft	Varies	None	x2	300/1200/4800/9600/16000
ERM	Varies	None	x2	200*/1000/5000/15000/26000
HE	Varies	2 SC	x2	500*/3000/30000/60000/127500

* Minimum Range

127mm Explosive Area of Effect Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	3 yard	8 yards	15 yards
ERM	1 yard	2 yards	5 yards
HE	1 yard	5 yards	10 yards

127mm Explosive Damage Table

ROUND	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
Anti-Aircraft	D10 x 20(100)	D10 x 4 (20)	D10 x 2(10)
ERM	D10 x 20(100)	D10 x 4 (20)	D10 x 2(10)
HE	D10 x 30(150)*	D6 x 10(30)	D4 x 10(20)

* Divide Target's AV by 2 before applying damage

Tools of War

Rate of Fire: Single

Ammunition: Harpoon II missiles

TORPEDO TUBE (X2)

Skill: Systems Operations (Sonar) and Perception

Accuracy: 7 WG

Attack: 3 SG(H)

Shots: 1 + 5 spares

Rate of Fire: 1, although both tubes may be fired simultaneously

Ammunition: Upgraded to use the Mk 50 torpedo

127MM MK 45 GUN (X2)

Skill: Guns (Ship)

Accuracy: 3

Shots: 500

Rate of Fire: Maximum of 3 per Turn

Ammunition: Typically carries 100 anti-aircraft, 300 HE and 100 ERM rounds

MK 41 VERTICAL LAUNCHING SYSTEM

Skill: Guns (Missiles)

Attack: 6 GPS (+4 w/Aegis)

Shots: 127

Rate of Fire: Up to 8 at a time, each using a separate Strike Task

Ammunition: Tomahawk missiles.

MK 16 PHALANX CLOSE-IN-WEAPONS SYSTEM (X2)

Skill: Guns (Anti-Aircraft) under manual control; gains no Aegis bonus.

Attack: 3 (+4 w/Aegis)

Shots: 1600

Rate of Fire: 10-round bursts or full automatic

Armor Piercing Discarding Sabot Round

Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 75/150/600/1200/1640

.50 CALIBER MACHINE GUN (X2)

Skill: Guns (Machine Gun)

Accuracy: 3 (3x magnification)

Shots: 2000

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-Piercing Round

Damage: D10 x 6(30); Armor-piercing Factor: 2 (kinetic); Damage Modifier: None; Range: 15/200/400/2000/6000

Features: Aegis, Chaff 3 (x12), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 5), Digital Mapping, Fire Suppression System, GPS, High Profile (Optical) 2, High Profile (Sonar) 2, IFF, Medical 2, Radar (Medium Range) 4, Radar (Short Range, Aegis) 5, Radar Jammer 3, Radar and Laser Warning System, Redundant Controls, Sonar (Short Range) 3, Sonar Jammer 2.

TYPE 214C SUBMARINE (AOR)

An upgrade of the diesel 214A model of a decade ago, this single screw German nuclear submarine remains the principal U-Boat of the Fleet of Retribution. Comparatively cheap to construct and maintain, the 214C model is also smaller and more maneuverable than most Allied subs, making it incredibly susceptible to holing. It is purely a ship and submarine killer, as it lacks any missile tubes, although it can launch mines to fill enemy sea-lanes or sabotage ports and harbors.

The 214C has an operational depth of 1,312 feet (437 m) and maximum depth of 1,836 feet (612 m.)

Displacement: 2,900,000 lbs. (1,450 tons); 3,660,000 lbs. (1,830 tons) submerged

Draught: 19 ft (6.3 m)

Width: 23 ft (7.7 m)

Length: 183.7 ft (61.2 m)

Speed: 14 mph (23 kph); 23 mph (37 kph) submerged

Range: Unlimited

Acceleration: 3 mph (4.8 kph)

Toughness: 6

Handling: 4

Base Accuracy: 4

Skill: Piloting (Submarine)

Crew: 27 (3 officers, 5 petty officers, 19 crew)

DAMAGE CAPACITY

Fore One-Third: 300

Aft One-Third: 200

Conning Tower: 55

Amidships One-Third: 450

Chapter 5

ARMOR VALUE

All: 50

BARRIER VALUE

All: 140

ARMAMENT

Six torpedo forward tubes are the 214C's primary weapons, although it also has an external belt for towing and releasing mines.

TORPEDO TUBE (X6)

Skill: Systems Operations (Sonar) and Perception

Accuracy: 9 WG

Attack: 4 SG

Shots: 1 + 12 spares for all tubes

Rate of Fire: 1, although multiple tubes may be fired simultaneously

Ammunition: The SUT Torpedo is standard, but it can also carry the SM 39D Exocet at a ratio of 2 per torpedo sacrificed

MSK-66 MINE BELT

Skill: Systems Operations (Sonar) and Perception

Accuracy: 6 SG

Attack: 5 FF

Shots: 24

Rate of Fire: 1

Features: Chaff 3 (Sonar; x20), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 3), Digital Mapping (Linked to Sonar), Fire Suppression System, GPS, High Profile (Optical) 1, IFF, Infrared And Night-Vision Optics (Periscope), Medical 2, NBC Sealed (30 days), Radar (Short Range; While Surfaced Only) 2, Redundant Controls, Sonar (Medium Range) 4, Stealth (Sonar) 3 (1 when towing mines), Stealth (Sound) 1.

UNDERWATER PROPULSION VEHICLE (UPV) (AOR/USA)

A commercially available single rotor vehicle for divers, grabbing the UPV's control grips pulls the operator along. SpecOps, especially SEALs, use UPVs to infiltrate onto land after launching from a ship or submarine offshore. The battery requires 4 hours at-

tached to a standard plug to recharge.

Weight: 50 lbs. (25 kg)

Height: 1.7 ft (0.6 m)

Width: 1.7 ft (0.6 m)

Length: 2.4 ft (0.8 m)

Speed: 5 mph (8 kph)

Range: 3 miles (4.5 km)

Acceleration: 1 mph (1.6 kph)

Toughness: 2

Handling: 3

Base Accuracy: 0

Skill: Piloting (UPV)

Crew: 1, plus 1 passenger (halves top speed and range)

DAMAGE CAPACITY

Total: 40

ARMOR VALUE

All: 100

Features: Searchlight (Forward only; 30 ft/10 m range), Stealth (Sound) 2.

Towed Howitzers (AoR/USA)

Most towed howitzers used by the Allies and Army of Revelation forces are essentially the same. (See pg 218 for shell descriptions.)

75MM PACK HOWITZER

A light howitzer primarily intended for use by airborne units, it can be disassembled and carried. The pack howitzer can perform both direct and indirect fire, and can fire six shots per minute. Slightly less than five minutes are required to deploy it from a towed position, or fifteen minutes to assemble.

Weight: 1340 lbs. (0.67 tons)

Height: 2.8 ft (0.9 m)

Width: 3.9 ft (1.3 m)

Length: 12 ft (4 m)

Base Accuracy: 0

Skill: Guns (Artillery)

Crew: 2 (gunner, loader)

Damage Capacity: 32

Armor Value: 25

Tools of War

75mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
APERS	D10 x 6(30)	2 K	None	75*/125/175/225/300	20/10
HE	Varies	None	x2	100/500/1500/3500/9760	20/10
Illuminator	None	None	None	100/500/1500/3500/9760	16/8
Smoke	None	None	None	100/500/1500/3500/9760	16/8

105mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
APERS	D10 x 8(40)	2 K	None	75*/125/175/225/300	60/30
APICM	Submunition	None	None	300/1500/2500/4000/11000	60/30
HE	Varies	None	x2	300/1500/2500/4000/11000	60/30
Illuminator	None	None	None	300/1500/2500/4000/11000	50/25
Smoke	None	None	None	300/1500/2500/4000/11000	50/25

155mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
APICM	Submunition	None	None	350*/1750/3500/7000/14500	110/55
HE	Varies	None	x2	350*/1750/3500/7000/14500	110/55
RAAM	Submunition	None	None	350*/1750/3500/7000/14500	110/55
Illuminator	None	None	None	350*/1750/3500/7000/14500	90/45
Smoke	None	None	None	350*/1750/3500/7000/14500	90/45
STAFF	D10 x 50(200)	5 SC	None	350/1750/3500/7000/14500	150/75

203mm Howitzer Table

WEAPON	DAMAGE	AP FACTOR	DAMAGE MODIFIER	RANGE	EV
APICM	Submunition	None	None	400*/2250/4500/9000/18000	230/115
HE	Varies	None	x2	400*/2250/4500/9000/18000	230/115
RAAM	Submunition	None	None	400*/2250/4500/9000/18000	230/115
Illuminator	None	None	None	400*/2250/4500/9000/18000	190/95
Smoke	None	None	None	400*/2250/4500/9000/18000	190/95
STAFF	D10 x 50(300)	5 SC	None	400/2250/4500/9000/18000	280/140

SC = Shaped Charge

K = Kinetic

* The weapon has a minimum range, instead of Point-Blank. This is the minimum distance the weapon must travel before its guidance system works.

75mm APICM: The grenades spread over a 2500 square yard area.

75mm Smoke Shell: Smoke dispersal as follows:

- Turn 1: 2 yard radius
- Turn 2: 5 yard radius
- Turn 3: 8 yard radius

Chapter 5

Howitzer Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
75mm HE	2 yards	5 yards	10 yards
105mm HE	5 yards	10 yards	20 yards
155mm HE	10 yards	20 yards	50 yards
203mm HE	15 yards	30 yards	75 yards

Howitzer Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
75mm HE	D8 x 12(48)	D8 x 6(24)	D8 x 3(12)
105mm HE	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
155mm HE	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)
203mm HE	D10 x 60(300)	D10 x 10(75)	D10 x 5(25)

105MM HOWITZER

This is the standard mobile howitzer. It can sustain a rate of up to ten shots per minute, and can perform both direct and indirect fire. Slightly less than five minutes are required to deploy.

Weight: 4980 lbs. (2.5 tons)

Height: 5.7 ft (1.9 m)

Width: 7.35 ft (2.4 m)

Length: 19.5 ft (6.5 m)

Base Accuracy: 0

Skill: Guns (Artillery)

Crew: 3 (gunner, 2 loaders)

Damage Capacity: 50

Armor Value: 30

105mm APICM: The grenades spread over a 2500 square yard area.

105mm ERM: ERM rounds are available for the APICM, HE and Smoke rounds, increasing range to 350/1750/3500/7000/14500.

105mm Smoke Shell: Smoke dispersal as follows:

Turn 1: 3 yard radius

Turn 2: 8 yard radius

Turn 3: 15 yard radius

155MM HOWITZER

This howitzer can sustain a rate of two shots per three minutes. Slightly less than ten minutes are required to deploy.

Weight: 12900 lbs. (6.45 tons)

Height: 6 ft (2 m)

Width: 8 ft (2.7 m)

Length: 24 ft (8 m)

Base Accuracy: 0

Skill: Guns (Artillery)

Crew: 11 (2 gunners, commander, 8 loaders)

Damage Capacity: 90

Armor Value: 30

155mm APICM: The grenades spread over 9 square acres.

155mm ERM: ERM rounds are available for the ADAM, APICM, HE, RAAM and Smoke rounds, increasing range to 350*/3500/7000/10000/22500.

155mm RAAM and ADAM: The mines spread over 4 square acres.

155mm Smoke Shell: Smoke dispersal as follows:

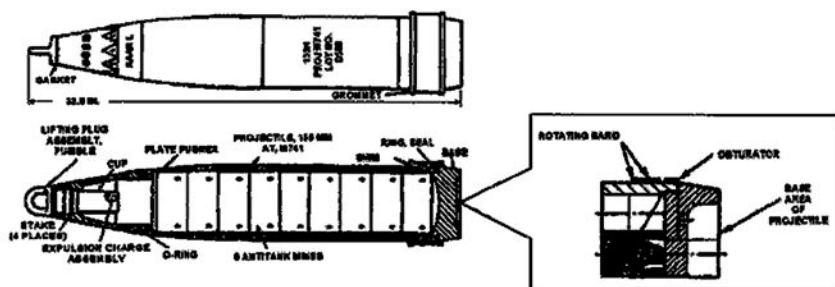
Turn 1: 5 yard radius

Turn 2: 12 yard radius

Turn 3: 25 yard radius

203MM HOWITZER

This howitzer can sustain a rate of two shots per three minutes. Slightly less than ten minutes are required to deploy.



155 MM RAAM PROJECTILE

Weight: 32255 lbs. (16.12 tons)

Height: 9 ft (3 m)

Width: 9.5 ft (3.2 m)

Length: 36 ft (12 m)

Base Accuracy: 0

Skill: Guns (Artillery)

Crew: 14 (3 gunners, commander, 10 loaders)

Damage Capacity: 185

Armor Value: 35

203mm APICM: The grenades spread over 16 square acres.

203mm ERM: ERM rounds are available for the ADAM, APICM, HE, RAAM and Smoke rounds, increasing range to 400*/400/8000/12000/25000.

203mm RAAM and ADAM: The mines spread over 9 square acres.

203mm Smoke Shell: Smoke dispersal as follows:

Turn 1: 8 yard radius

Turn 2: 15 yard radius

Turn 3: 30 yard radius



Chapter 6: The Army of Revelations

When an opponent declares, 'I will not come over to your side,'" I calmly say, 'Your child belongs to us already... What are you? You will pass on. Your descendants, however, now stand in the new camp. In a short time they will know nothing else but this new community.'



Chapter 6

Gently turning his MiG out from the cloudbank's protective fold, Flight Lieutenant Olaf Ogdenson flipped the powerful craft into a diving roll. Far beneath him, distinct against the water's vastness, a flight of British Tornado strike fighters was crossing the English Channel, most likely looking to fire a few missiles into the sub pens at Brest.

"Green One to Green Two. I count six hostiles at seven o'clock low, ranging two thousand meters and closing. Confirm." His wing mate's affirmative was immediate and calm. All business. Ogdenson smiled when he thought how far Pilot Officer Werden had come in just a few weeks — a far cry from the brazen hotshot who had first joined the squadron. Still smiling, the Flight Lieutenant switched on his targeting radar and gave his flight's three MiGs the command to attack.

As his first missile struck the lead Tornado dead center, transforming thirty tons of aircraft into a mass of burning metal and expanding gas, Ogdenson suppressed a most unprofessional victory cry. His mind barely registered another British jet exploding under Werden's fire before he began searching for his next target.

The four remaining enemy craft jinked and banked to avoid target lock, but they could do nothing about the MiGs' position advantage: the Air Wing jets would be high and behind their prey for at least one more shot before their speed carried them through and past the crumbling British formation.

Too close for missiles, Ogdenson switched to his guns and unleashed a brief barrage at the now-lead aircraft. His target winged-over and rolled out of the way, forcing the German to drop speed and wing into a sharp bank of his own to keep from sliding into the British pilot's sights. Grunting as the turn's g-force slammed him in the gut and pushed him down into his boots, Ogdenson barely had time to wonder how Werden was faring before he rolled his own craft out of its turn.

Experience told him the Brits would suffer a moment or two of confusion before they could return any serious fire. Craning his neck, well aware of the ticking seconds of his diminishing advantage, Ogdenson scanned the skies looking for his Royal Air Force counterpart, but initially saw nothing. Then a panel light flashed, warning him the Brit had found him first. Realizing a missile was

surely enroute to clip his tail, he yanked the stick hard and over, throwing his nose into a steep, banking dive, while firing a flare and chaff package behind him.

The fact he yet lived proved his maneuver successful, and the MiG's radar quickly confirmed the missile's passing. The sensor also informed Ogdenson of his dance partner's position — right on his six. Banking, diving, climbing, and jinking across the sky and away from the other surviving Tornados, the MiG and its playmate traded the prime kill position — that between prey and predator — but neither had yet fired a second shot.

Luck finally favored the German Air Wing pilot as he climbed in line with the sun. Suddenly sliding his MiG to one side to allow the flaring light to momentarily blind his foe, Flight Lieutenant Olaf Ogdenson cut his air-speed and allowed himself to enter a controlled fall until the still-speeding Tornado rose above him. A remarkable sight, the British fighter filled his HUD, as Ogdenson continued to drop away, his gut tight and his face reddening as the g-forces mounted. Thumbing his weapons to "cannon," the crafty German reveled in the firing gun's pulsing music as it shredded the British Tornado.

Ogdenson increased his air speed to return to the fray, the glory of his victory still racing through his veins, but the radio chatter informed him he was too late.

Despite having knocked half the RAF flight from the sky and sending the survivors packing for home, a ground station was reporting Pilot Officer Werden's loss. On his return trip to the airstrip, Ogdenson's mind concentrated on one thought alone: the commendation he had planned for his wing mate would now only be a mere posthumous footnote in the young man's death report.

Armageddon explains the Church of Revelations and its strong arm of conquest, the Army of Revelations, at length, but even so a few questions remained to be answered and some facts to be revealed. This work fills in many of those holes by providing new information on Leviathan's armies and by fleshing out existing material.

The Army of Revelations

As the AoR commands of over six million troops, a number which increases daily, no single force on Earth can oppose it on equal footing. The combined resistance of the Free World can barely hold back the forces currently marshaled against them, and they lack the AoR's fanatical strength and devotion—even the most stringent patriot's devotion pales in comparison to the Believers' zealotry. Thus, lacking numbers and strength, the best tool the Free World can employ against its foe is that of superior intelligence and planning: the more they know about their enemy, the better they can fight them.

Deployment & Logistics

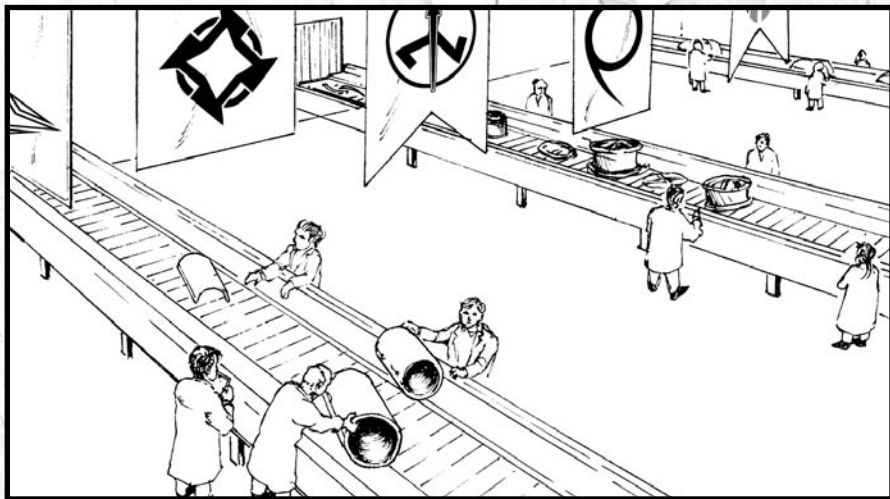
The First Army of Revelations is deployed in Europe, the Second Army in the Balkans and Middle East, the Third Army has hold over Central and South America, and the Fourth Army has a grip on Asia. Transfers between the Armies occur frequently to meet demand and to homogenize the various cultures and ethnicities—a subtle method the AoR uses to break their soldiers' final, tenuous hold on their former lives.

Units are dynamic in structure and equipment, right up to brigade level, allowing troops to transfer anywhere in the world and adapt relatively quickly with little additional training. In truth,

this adaptability is an unavoidable fact of the AoR's size: with so many troops, it is resource prohibitive to have too many specialized troops, as victory on any one front would see specific-climate-trained troops put out of the fight until they could be trained for reassignment.

The Second Fleet, mostly assigned to the Pacific, and the Third Fleet in the Mediterranean, experience similar shuffling for the same reason, although the Fleets tend to dump their less-desirable sailors in the German and French reserves from which the First Fleet's personnel will be drawn once its new ships set sail. And yet, because climate has very little effect on ship-board operations, except in the most unusual extremes, fleet assignment is not based on performance or skill development beyond the experience to be gained in combat. This leaves Fleet deployment in the hands of necessity and logistics.

Each Army and Fleet is slowed by its tremendous supply needs; an army marches on its stomach, and filling six million bellies is no simple feat, nor is fueling and arming their many weapons and vehicles. A staggering number of support staff is required to maintain the numerous planes, trains, trucks, and ships employed every day in serving this purpose. As each Army's hold on its assigned Conquered Territories increases, and local production and transportation slowly begins to take on more of this burden, the supply lines shorten and fewer logistics personnel are needed,



adding more soldiers to the front lines. Still, even when the Armies become entirely self-sufficient, the sheer bulk of the armed troops still necessitate more support staff than available combat soldiers, forming a (currently) irreparable weakness in the AoR's war machine.

Conquest and Metaphysics

Although the CoR accepts and seeks to utilize all manner of Metaphysics, they remain concerned with how such abilities are employed and by whom. They strictly forbid free use of Metaphysics—in fact, only those Gifted who have proven their loyalty to the Church are allowed to live and serve. Metaphysical abilities are simply too great an unknown variable in the CoR's plans to remain unchecked, so they clamp down on them with an unfor-giving fist. To do otherwise would be like leaving loaded weapons around for their enemies to find and use against them.

The AoR itself has no issues with employing Metaphysics for its own gain—were it not for Leviathan's Gifted and parabiological servants, the AoR would not exist, and the Church of Revelations would still be nothing more than scattered cultists worshipping the Mad Gods. Aside from the Church's Clergy and Adepts, a few Orders employ supernatural beings and the Gifted, in whole or in part. As one would expect, all are thoroughly investigated if not Believers, and the Soul Police and the Brotherhood of Purity and Purpose even watch the Believers for the slightest sign of their veering away from the Leviathan's path. They answer doubt with death, never allowing their followers' zeal to weaken.

Tactics

The AoR's tactics have thus far changed very little since the beginning of the war—after all, they have been very successful so far—but current setbacks and stalemates require new avenues of thought. Following the AoR's initial push out of Germany, coupled with the signing on of Vietnam, Turkey, and Argentina,

the situation has stabilized to the point where the Free World's eyes have been opened to the mistakes of the war's first days. The AoR's early ability to both surprise and shock its enemies is no more.

Considering the number of fronts the Church of Revelations is currently fighting on, a clarity of purpose and an adaptable-yet-unifying strategy had to be developed. Like a living thing—each soldier a single cell—the AoR war machine must dynamically react to each shift in the war, operating under a single plan that leaves the tactics in the regional commanders' hands, but can adjust to changing circumstances anywhere in the world. To that end, the CoR has broken down its strategy into the several key areas, detailed below.

Air

The Air Wing's foremost concern is achieving total aerial superiority over the Conquered Territories, thus denying their enemies the ability to conduct bombing raids or provide air support for their ground forces. Luckily for the Free World, pilots are among the most difficult soldiers to train, so the Air Wing currently has more aircraft than pilots. With their number of converts increasing daily, however, the Church of Revelations hopes to rectify this problem in the near future.

When invading a new territory, the Air Wing usually forms a screen around the ground forces and protects Fleet operations. Information relayed by the Air Wing is invaluable to the invasion effort, not to mention the necessity of air support to soften hardened positions, strike deep against artillery, and to deny the enemy's own support efforts. To this end, the AoR makes extensive use of air cavalry and helicopter support, especially in wild terrain. This strategy is how the AoR plans to win the battle in Mexico.

Air support flying from Cuban and Southern Mexican bases will constantly harass American troops as they push south. By striking against the advancing American flanks, not to mention destroying roads and bridges to slow

The Army of Revelations

the American supply lines to a trickle, the Air Wing hopes to rob the US of its steam and facilitate its defeat. Similar tactics are already being employed in the Middle East, where the geography has formed the front's length, forcing the Free World's troops into confining terrain, making them ripe for air strikes.

The Air Wing has had limited success in Southeast Asia and Russia, though, where highly visible targets, such as armored columns or massed troops, are not the norm. Helicopter assaults, air strikes, and bombings do not easily stop insurgents hiding in farmhouses or among neutral citizens. While carpet bombing every village they come across would seem a simple solution (and one that has been tried, no less), in practice it does more harm than good by turning more civilians against the CoR, thereby strengthening local guerrilla numbers. Instead, the Air Wing's activities on these fronts have largely been limited to supporting aggressive land actions, performing in a defensive or suppressive capacity, and knocking enemy planes out of the skies. With ever fewer of the latter to be found as remnants of the resisting militaries continue to dwindle, increasingly more aircraft are being redirected to other fronts where they can do more good.

Land

With far superior numbers on their side, the AoR's land tactics tend to avoid complicated subtlety and instead lean towards blunt and brutal assaults intended to overwhelm the enemy. Though they use feints and other common tactics, their overall battle plan is kept as simple as possible to reduce mistakes.

During an invasion, the AoR rushes forward with heavy armor at several strategic locations in the line, moving quickly to penetrate and overrun the enemy's fortifications. The armored cavalry then follows, disgorging infantry troops to mop up and secure the area. Once taken, they use these breaks to funnel more troops laterally through the lines, striking the enemy in its flanks, while massed infantry moves up under the cover of air support.

Failing this, the AoR almost always resorts to pounding its enemy into the earth. While their infantry forms a solid line to resist any enemy attempts to counterattack or breakout, armor rides back and forth between the lines, hunting the enemy, while air and artillery support hammers away overhead. Although the AoR's superior numbers put such drawn-out methods in their favor, the time needed for truly damaging attrition to take hold is inclined to be much longer than the Dark Apostle's field commanders are willing to wait. This means the AoR sends units like the Crimson Legionnaires to soften enemy positions, allowing the main forces to move in and defeat their enemies quickly.

In Mexico, the AoR is trying new tactics to meet the situation's unfamiliar circumstances: they are repulsing attacks rather than initiating them. Instead of trying to hold ground, the AoR's land forces fight a slow, tactical withdrawal, falling back from one prepared position to the next, destroying each as they leave so as not to grant the US forces any cover. Using feints and false retreats, the Third Army hopes to provide a convincing show of a panicked retreat.

By exposing themselves in a false show of weakness, the AoR hopes the US will not be able to resist following south faster than they are effectively prepared for. If they do, El General will let his enemy progress just far enough to believe it has the AoR on the run before springing the trap. Once the American forces have overextended themselves, exhausting their troops and stretching their supply lines over hundreds of miles of desolate, broken terrain, a surprisingly fresh and strong Third Army will suddenly about face and take a stand.

Concealed artillery, having been brought north in components and assembled in secret so as to escape detection, will open fire and lay into the American spearhead while troop barges and helicopters speed out from Cuba to fall in behind, cutting the enemy off. Even as El General brings in more troops to fortify both fingers of his closing vice, Yak VSTOL jets concealed within Mexico

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City's ruins will move in to strike down any American air support along the front line, while fighters and bombers from Cuba circle behind to cut off the supply lines to Texas.

Nearly eight months of carefully planning and subtle troop movements have placed all the pieces on the board without the US catching wind. If the plan goes off as El General believes, America's designs on retaking Central and South America have little hope of success. With the American force's decimation, the AoR will meet little resistance in its press toward Texas and then into the American Heartland.

The Middle East, on the other hand, will not be won by such trickery. The terrain and land still held by the region's Free Nations make secretly moving troops in great number nearly impossible, so the Dark Imam instead plans to smash the anvil with a great hammer. The Dark Imam's Clergy have been tirelessly working to create as many common Arisen and Hulkers as possible to spearhead the initial attack of a renewed push. When the time is right and his forces strong enough, the Second Army's commander will first use his undead horde to take what hills rest along the front so that they may be used as artillery and anti-air sites. Three columns of heavy armor will follow, punching holes in the enemy lines. These armored units, under cover of biological and chemical artillery barrages, will then wrap behind the lines to cut off any retreat before the remaining Arisen lead the infantry push into the enemy's front and flanks.

The plan's success is contingent on air support keeping the enemy's air power grounded while also preventing

the enemy from reinforcing their positions and cutting off the AoR's armor as it moves behind the main battlefield. Because so much rests on sufficient air power, the Second Army's plans are stalled until more pilots can be trained and the factories can begin churning out the first generation of new fighters.

Water

With the First Fleet of Retribution's loss, the Second and Third Fleets have been forced to pick up the slack, with the latter being deployed into several smaller flotillas rather than massing in large numbers. With so much of NATO's own sea power destroyed or radically reduced in strength, the Fleets' current interest chiefly concerns support of the AoR by escorting supply ships and bombarding coastal targets.

Disrupting shipping is another step in isolating the Free World's component nations from each other, so the AoR's navy has blockaded many important ports throughout the Middle East and Asia. Several flotillas experimented with blockading

key American cities early in the war, but submarines and air-launched torpedoes quickly sunk their ships. Likewise, the Americans repelled all attempts to destroy their shipyards with surprising ferocity.

Currently, the Second and Third Fleets have to be more concerned simply with keeping their enemy's forces in check rather than risking greater loss until the First Fleet is revived and their new ship designs are ready. Until then, the Fleets' greatest strength is the support it receives from the land forces and Air Wing and the daunting amount of submarines they have hunting the seas. Once this changes, another, better prepared invasion of Northern Europe will get under way, as will a more concentrated effort to command the seas, by any and all means.



The Army of Revelations

Information

Intelligence is perhaps the most valuable commodity in the world right now: everyone needs it, and nobody has enough of it. The Church and Army of Revelations both have numerous spies in the field, operating together and independently, in search of any and all information that will advance their cause. Although a great deal of this process involves ageless techniques, such as sleeper agents, moles, and blackmailing or bribing opposing interests into service, CoR operatives have a new tool in their covert arsenal: conversion. The Free World has suffered more damage in the war of intelligence to well-placed Believer converts than anything else.

Also in its pursuit for intelligence, the CoR has taken over or shot down all satellites in the skies above the Conquered Territories, and they have stolen from their enemies as many of the remaining devices as possible. To that end, the CoR is devising new missiles to knock satellites down from dozens of miles away, using boosters to deprive the opposition of their orbital spying and communications capabilities.

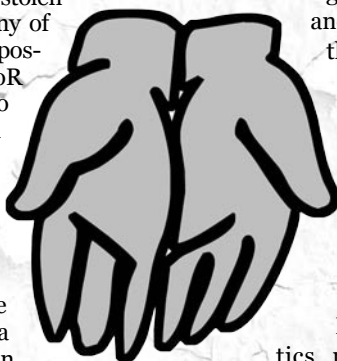
What remains of the Internet has also become a battlefield, with hackers on both sides waging a daily battle to control access and data flow. For all intents and purposes, though, the Internet is no more. It has been broken down into several subsystems, with America's immense network retaining the title of "Internet," while the next largest network, the Euronet, belongs to the CoR.

CoR technicians have placed incomparable security around the Euronet, and have severely restricted access to it, although even they cannot stop the Underground Movement, Free World, or freelancers from hacking their system. To help keep such intrusions upon their dataground in check, rumors say the AoR's brightest eggheads have actually found a way to digitize and enslave demons and other monstrosities, forcing them to act as the Euronet's electronic guardians. If this is so, the AoR will inevitably begin aggressively deploying such creatures in the information war.

Propaganda

Most of the victories the AoR has enjoyed began with propaganda, be it pamphlets posted in a Free World city overnight, cable and radio hacks, or leaflets dispersed via air, artillery, or word of mouth. Occasionally, political envoys are sent to test the waters and attempt to convince the targeted area's government to submit willingly. However, the most common form of propaganda remains the Believer Cult.

Long before the CoR set its sights on a new nation to add to its list of trophies, numerous Clergy insinuated themselves into the world's various populations and began to covertly spread their faith. Even regions known for their devotion to another creed proved vulnerable to the Clergy's subtle charms and common miracles, giving rise to Cults of Leviathan and Fifth Columnists who then spread like a plague, converting yet more people while waging a propaganda campaign from within the enemy's borders.



Terror

Much of the AoR's tactics rely upon inflicting as much fear on its enemy as possible, as well as upon populations marked for conquest, so field commanders are encouraged to be ... creative ... in their strategies. Some of the AoR's more common terror tactics are as simple as brute intimidation: soldiers throw their weight around when mixing with civilians and use cold, professional detachment and wondrous displays of military might, such as audacious rallies and military parades, to incite the darker aspects of the civilian imagination. While such simple methods work against the masses and rubes, more effective techniques are needed against anyone with a stiffer spine.

Against hard resistance and enemy forces, the AoR uses terror tactics to distract, shatter resolve, and unleash panic. Aside from the understandable fear in-

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stilled by beings such as the Shaitan and Arisen, coupled with powers of Taint and Magic, the AoR also uses equally evil tools of a more worldly nature. Biological and chemical weapons are widely employed against enemies, including resisting cities. Purifiers are also used to burn whole communities or engulf enemy positions, causing the sort of horror one can only know after smelling human flesh burning under a flamethrower's hellish kiss.

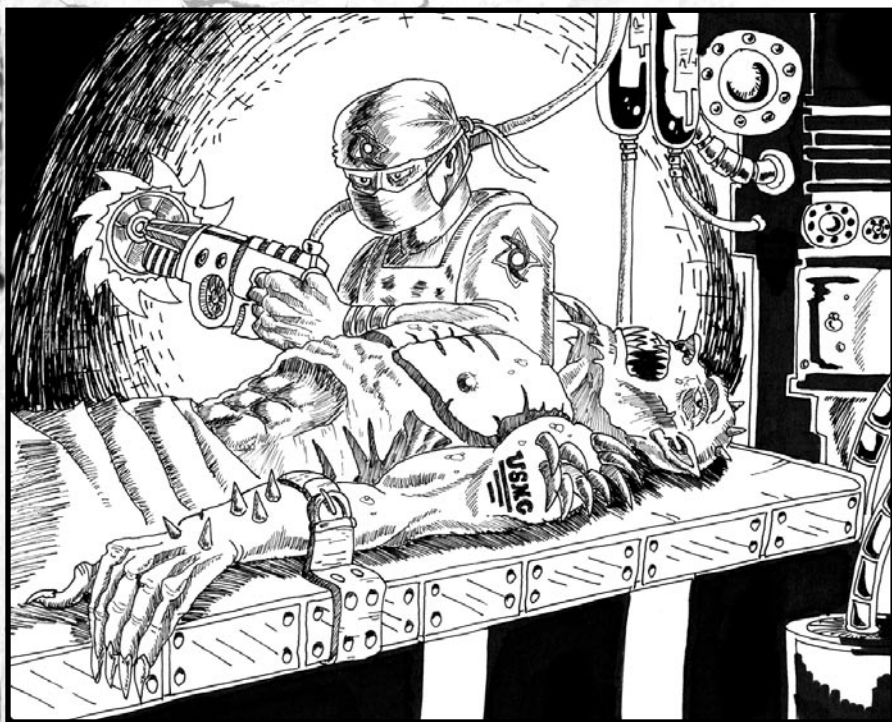
Perhaps worst of all are the AoR's more creative terror weapons. Along with sadistic Fifth Columnist killers given free reign to slaughter indiscriminately throughout the Free World, the enemy has taken to smuggling insidious creatures like esser scarabs and soul worms into population centers and releasing them. If people are afraid in their own neighborhoods, the AoR rightly reasons, they will become too afraid to enlist and go to the front, where things are certainly and incalculably worse.

Weird Science

Just as the AoR's deplorable corruption of Magic to suit its needs knows no bounds, so too does its twisting of science. With some of the world's most

ingenious (not to mention ruthless and mercenary) weapons designers on their payroll, the AoR has initiated countless programs to develop weapons no nation would touch prior to the End Times. These weapons push the limits of modern science and step all over ethics in pursuit of the AoR's need to have bigger and badder toys than everyone else. Some of the earliest innovations are already in the field, including the Hulkers, Holy Fist tanks, and brain boxes, while others are certainly on their way.

Although areas of technological pursuit remain unrestricted, there are several areas the AoR has chosen to focus on. Aside from experimenting on melding Magic with mortal science, AoR scientists are seeking a means to use chemical or biological agents to brainwash entire populations. After all, mindless destruction is not the Church of Revelations' goal—conversion and conquest is, all for the benefit of the Mad God's passing into Earth's reality. Yes, better ways to defeat the enemy are necessary, as are weapons of mass destruction on occasion, but the AoR's scientists have never lost sight of their ultimate goal.



The Army of Revelations

Service Branches and Units

The following represent the most common Branches of Service and units of note currently in the Church of Revelations' employ. Others certainly exist, so Chroniclers are free to add any that may better serve their game or vision of the enemy.

Air Wing. Army and Fleet

Representing the combined and reordere mass of all air forces once belonging to member states and Conquered Territories, the AoR's Air Wing handles most air operations, including aerial security, intrusion, raiding, and superiority. Unlike most of its counterparts in other militaries, the Air Wing focuses on its primary, overall objectives, and it does not use its personnel for more mundane tasks, including most duties surrounding facility management and the like. Instead, such tasks are left to Army or Fleet personnel. This allows the Air Wing's people to focus on more important duties rather than menial work. In this respect, the Air Wing is much like America's Army Air Corps, before it became the modern Air Force.

Minimum Requirements: One Available MOS; All Attributes 2, except any one which must be 3.

Brawling or Martial Arts 1, Bureaucracy 1, Driving (Any Type) 1, First Aid 2, Guns (Assault Rifle) 3, Survival (Forest) 1, Swimming 1, Systems Operations (Any Type) 2.

Military Rank -1. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Not having to worry about personal combat, Air Wing members focus on Qualities that improve their performance with vehicles and

their related equipment, so Hard to Kill, Natural Toughness, and the like are not as common as with many other services.

Skills: With so many of the tedious, day-to-day duties handled by AoR support personnel, the Air Wing is free to focus on their specialties, resulting in fewer skills but higher levels in those possessed.

Metaphysics/Supernatural: Some minor paranormal abilities may be allowed to slip through, but most Gifted are directed to other units.

Special Abilities: Gain one free skill point to spend on a MOS skill of choice.

Available MOS: Aviator, Command, Communications (Basic), Communications (Advanced), Computers, Electrician, Infantryman, Mechanic, Military Intelligence, Science, Special Operations, Systems Operator, Training.

NOTABLE UNITS

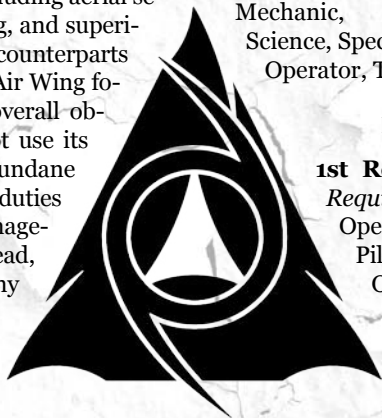
1st Remote Attack Wing:

Requirements: Systems Operator MOS, Navigation 4, Piloting (UAV) 5, Systems Operations (Radar) 4. Experts at UAV combat operations, the "Sublime Hornets" have utilized weapon-equipped UAVs to attain

a kill record that would make any traditional aerial support unit envious. Although fully capable of conducting reconnaissance and surveillance ops, the Sublime Hornet's primary mission is to conduct support and NOE hit-and-run assaults. The 1st is currently assigned to the Mexican front, where they use the rough terrain to their best advantage.

3rd Bomber Wing: Requirements:

Aviator MOS, Navigation 5, Piloting (Jet Bomber) 6, Believer, Zealot. Having proven themselves during the first Predator raids against America, the "Thunder Wing" has a remarkable talent for threading enemy aerodromes to hit their targets. All members are fanatical devotees of Leviathan, and three of the wing's four Predator bombers bear Tainted Gear Traits (pg 330).



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19th Fighter Squadron:

Requirements: Aviator MOS, Guns (Jet Fighter) 6, Navigation 5, Piloting (Jet Fighter) 6. The "Storm Crows" are the Army Air Wing's best fighter squadron, and currently have flights assigned to northern Germany and France, conducting incursion and counter-incursion missions over the English Channel.

21st Fighter Squadron: Requirements:

Aviator MOS, Guns (Jet Fighter) 6, Navigation 4, Piloting (Jet Fighter) 5, Dex 4. The "Sea Ravens" are the scourge of the Atlantic. Every pilot in the Fleet's Air Wing aspires to join this legendary unit, which has acquired more kills than any other squadron in the three fleets.

Army of Revelations

*We bring the world enlightenment
and word of the One True God.
Whether the world cares to listen
is not relevant.*

—Major Jorge
Wendaholf

The mainstay of the Church's armed forces, the Army of Revelations is the iron fist that allows the CoR to serve the will of Leviathan through bloody conquest and merciless conversion. Incorporating much of Europe's core land forces, the AoR has developed a strong fighting force whose doctrine has since spread and grown with each newly conquered territory.

The AoR currently contains four Army Groups. The First Army of Revelations is responsible for the European theater and is based out of Germany. This is considered the foremost Army in the CoR's arsenal. The Second Army is based out of Turkey and maintains operations in the Middle Eastern theater, while the Fourth Army protects its northern and eastern flanks by conducting operations out of China against southern Russia and the few holdout Asian nations. The Third Army is located in Argentina, and has spread throughout most of South America, with its most important remaining fronts being Brazil and

America's southern border.

Minimum Requirements: One Available MOS; All Attributes 2.

Brawling 2 or Martial Arts 1, Driving (Any Type) 1, Guns (Assault Rifle) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Throwing (Sphere) 1.

Military Rank - 2. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: The AoR's ranks are swollen with Believer volunteers and conscripts who would not otherwise contribute much to society, making Contacts, Status, and Resources extremely rare beyond those that extend to society's dregs and underprivileged. Physical Qualities are common, while most Social Drawbacks have been subverted by the soldier's conversion.

Skills: Some soldiers prefer to vary their knowledge, while others are very focused on a specialty.

Metaphysics/Supernatural:

Very few supernatural beings, Magicians, Seers, and the like are permitted to join the AoR, and those that do are always earmarked for special units.

Special Abilities: None.

Available MOS: Administration, Air Defense, Armor, Artillery, Aviator (Propeller Plane, Helicopter), Combat Engineer, Command, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Psychological Operations, Recon, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

1st Science Company, First Army:

Requirements: Science MOS, Magic Theory 3, Occult Knowledge 3, Research/Investigation 5, Sciences (Any Type) 5,

The Army of Revelations

Believer. The most trusted of many R&D units, 1st Science Company First Army is responsible for most of the AoR's mystical arsenal, including creation of the brain boxes, Hulkers, and soul worms. Roughly half have Taint abilities or Taint Invocations in addition to their wondrous talent for science and thinking outside the box, making what comes out of the company's laboratories doubly dangerous to the Free World's cause.

13th Legion, First Army: Requirements: Feral (see the *Witchcraft Abomination Codex*), Infantryman MOS. Comprised of Believers purposely cursed to become Ferals, the 13th Legion is unique in the world. The 13th has four battalions, one per Army Group, each of which employs their special abilities in a number of ways, including supplementing security for VIPs or at crucial facilities, acting as shock troops, and tracking fugitives.

21st Legion (Detached): Requirements: Aviator (Helicopter or Propeller Plane) MOS, Navigation 4, Piloting (Helicopter or Propeller Plane) 5, Systems Operations (Radar) 4, Tactics (Aerial) 3, Dex 4, Per 4. The Special Operations Aviation Support Legion (SOASL) provides aerial support, infiltration, and exfiltration for AoR SpecOps using modified helicopters and airplanes. A typical SOASL aircraft upgrade includes: Increase Handling by 1, Night-Vision and Infrared Optics (Pilot), AV +1/10th normal, In-Flight Refueling, and NOE Navigation System 3.

42nd Legion (Detached): Requirements: Infantryman MOS, Animal Handling 4, Per 3, Will 3. Normally assigned to secure AoR facilities and national boundaries alongside the border guard, the 42nd K-9 Legion is also a combat unit. Trained to handle both normal and Taint-enhanced animals, troops of the 42nd assist in tracking fugitives, maintaining perimeters, and sniffing out ambushes and enemy stragglers on the battlefield. These surgically altered dogs cannot bark, so they cannot inadvertently give away their handler's position on combat patrols. The dogs are instead trained to communicate through other, visual means.

Airborne: Requirements: Airborne School, Infantryman MOS, Zealot, Guns (Assault Rifle) 4, Running (Marathon) 3, Sport (Parachuting) 4, Survival (Forest) 4, Dex 4. Having assimilated the training and personnel of the French Paratroopers, the most experienced airborne unit in the world, the AoR's airborne troops are among the best fielded by any military. The AoR currently fields 5 full legions of airborne troops, including air transportable and droppable equipment, artillery, and vehicles.

Arisen: The Arisen are the mindless reanimated corpses outlined on page pg 333 of *Armageddon*. Cheaper than standard troops to field, Arisen are used to weaken hardened positions so that more intelligent units (in other words, *living* units) can follow and mop up. The AoR commonly buries Arisen around its bases and facilities to surprise would-be infiltrators.

Border Guard: Requirements: Infantryman MOS, Military Police MOS, Driving (Cars) 2, Notice 3, Questioning 3. With so many conquered territories to watch over, the AoR has had difficulties maintaining security at the borders for lack of experienced personnel trained in such duties. Since forming a dedicated border guard, also known as the "Black Shirts" for their midnight uniforms, smuggling has suffered immensely, as has the ability of resistance groups to move about freely. Besides overseeing checkpoints at borders, the Black Shirts often assist the Soul Police and local constabulary in maintaining order, including operating light watercraft to patrol rivers and coastlines.

Martyr Legions: Requirements: None. When the Church of Revelations claims a new land, a large number of people refuse to conform to the new laws, especially those governing religion. A martyr legion's troops are "criminals"—meaning heretics, political and community dissenters, and actual criminals—assigned rudimentary weapons and uniforms. AoR officers (usually out of favor and looking to redeem themselves) and commissars command the martyr legions. These criminals enter battle as

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fodder, with the promise of a punishment worse than death for attempting to flee or not pushing forward against the enemy. Success may one day purchase their freedom, but it is highly unlikely. Continued survival is usually enough, even if it means slavery. Softening up enemy strong points, acting as diversions, and clogging the enemy's line of sight with their dead are all typical assignments. Those that fall in battle are often used to bloat the Arisen hordes.

Shaitan Regiments: *Requirements:* Shaitan. One of the few paranormal units not assigned to the Mendicant Knights, the AoR's Shaitan regiments are segregated from the rest of the army—even strident Believers feel uncomfortable around them and can become distracted and demoralized in their presence. The only humans assigned to these units are the command staff and its Adept subordinates, whose duty it is to control their monstrous charges.

Army, Air Kommandos

The Air Kommandos were formed from the best paratroopers of the German KSK, French Foreign Legions, Indian Para Commandos, and Polish 1st (Special) Regiment. Along with performing as crack para-assault troopers, the Air Kommandos provide targeting and other reconnaissance information from well behind enemy lines. They are skilled combatants, but they also train as engineers, enabling them to sabotage the enemy, fortify captured positions, conduct ambushes, and generally harass operations against much larger units until conventional forces arrive.

Minimum

Requirements: Combat Engineer MOS, Communications (Basic) MOS, Infantryman MOS, Systems Operator MOS; Str, Per and Will 3, Dex, and Con 4, Int 3.

Brawling 4 or Martial Arts 2, Bureaucracy 2, Demolitions

3, Driving (Any Type) 2, Engineer (Construction) 3, Engineer (Fortification) 2, Electronics 2, Guns (Assault Rifle) 4, Guns (Handgun) 2, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 2, Language (Military) 2, Navigation 3, Sport (Parachuting) 4, Stealth 3, Survival (Arctic) 2, Survival (Forest) 3, Swimming 2, Systems Operations (Radar) 2, Systems Operations (Radio) 4, Throwing (Sphere) 2.

Airborne School, Hard to Kill 2, Military Rank 0, Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Hard to Kill, Natural Toughness and their ilk are common, but so too are Qualities that enhance the Kommandos' ability to operate independently and survive great mental and physical duress outside of combat. Although not all are Believers, many are Zealots to the cause, and their exceptional talents often breed arrogance and a love for risk-taking.

Skills: Beyond their shared skills, the Kommandos prefer to diversify their knowledge, adding to their utility and survivability in tough situations.

Metaphysics/Supernatural: Supernatural beings are not permitted, and all Gifted other than Believers are assigned to the 3rd platoon.

Special Abilities: Gains two free skill points to be shared among the character's MOS skills.

Available MOS: Air Defense, Aviator (Helicopter), Command, Communications (Advanced), Computers, Electrician, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, NBC Specialist, Ordnance/Munitions, Psychological Operations, Recon, Science, Special Operations Engineer, Systems Operator, Training.



The Army of Revelations

NOTABLE UNITS

3rd Platoon: *Requirements:* Some form of Metaphysics. This unit is kept in reserve for the most difficult missions, especially those where the opposition may possess a supernatural or Metaphysical edge.

Army, Crimson Legion

With origins in the German DSO, Belgian Para-Commandos, and Austrian Jagdkommando, the Crimson Legion is the AoR's most visible and often-used Special Operations unit. Also known as the "Red Berets" because of their crimson headwear, the 63rd Crimson Legion is counted amongst the most feared SpecOps unit in the world because its members are as tough as nails, incredibly well-trained, and nearly as devoted to each other as they are to Leviathan.

Although most maritime actions are left to the AFs, nearly all other realms of SpecOps first fall to the Crimson Legion. Some of their more typical operations include forward observation and target spotting, long-range reconnaissance, sabotage, assassination, intelligence gathering, and psychological operations. Although these missions are conducted with trademark precision and attention to the goal-oriented parameters, the Red Berets are also known for their zeal—the Crimson Legion's ops tend to leave a high body count whenever possible.

Minimum Requirements: Served at least two tours in the Army, Infantryman MOS, Special Operations MOS and one MOS of choice to act as a specialty; Str and Dex 4, Con 5, Int, Per and Will 3 (one of which must be 4); Believer.

Climbing 3, Demolitions 2, Driving (Any Type) 2, Guns (Handgun) 4, Guns (Machine Gun) 3, Guns (Assault Rifle) 4, Hand Weapon (Knife) 4, Martial Arts 3, Navigation 3, Notice 3, Running

(Marathon) 2, Sport (Parachuting) 4, Stealth 2, Survival (Desert) 2, Survival (Forest) 2, Survival (Jungle) 2, Survival (Mountains) 2, Swimming 2, Tactics (Small Infantry Unit) 3, Tactics (Urban) 3, Throwing (Sphere) 2.

Airborne School, Hard to Kill 3, Military Rank 1, Nerves of Steel, Obligation (Crimson Legion) -3, Squadmate, Zealot. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: The rigorous training regimen devised to supplement its members' already considerable talents means most Red Berets have an impressive assortment of Qualities, such as Fast Reaction Time, Hard to Kill, Hardy, Natural Toughness, and Survivor. Drawbacks tend to accommodate this unit's lifestyle, making choices such as Cruel and Humorless incredibly commonplace.

Skills: Skill selection tends to focus on the unit's required skills and those of the individual's specialty MOS.

Metaphysics/Supernatural:

The Crimson Legion is strictly a standard SpecOps unit, even if the missions it undertakes are often extraordinary—only a few supernatural creatures and low-powered Seers are accepted, and all must pass for human and be completely devoted to both Leviathan and the unit.

Special Abilities: Gains one free level of Survivor and one free level of Hardy.

Available MOS: Air Defense, Aviator, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Diver, Electrician, Gunner, Heavy Weapons, Linguist, Logistics/Supply, Medical, Military Intelligence, Ordnance/Munitions, Paranormal Operations, Psychological Operations, Sailor, Special Operations Engineer, Systems Operator, Training.



Chapter 6

Army, Helping Hands of Leviathan (Chaplains)

By the light of Leviathan's words are our souls purified, and by the grace of Leviathan's touch is our flesh healed.

—Common healing litany of the Hands

The Hands are the AoR's equivalent of medics and Chaplains, with each Fleet and Army company having a squad assigned to them. Their primary mission is to provide medical assistance (of the mundane or arcane sort) and act as caretakers of the AoR's faith, but those assigned to combat units must also be warriors. Known as the Tentacles to their enemies, one-third are (mostly low-powered) Adepts, another third are Gifted (mostly Magicians and Seers), while the rest are human medical staff. All members are inducted priests of Leviathan.

As Army Chaplains, the Hands are attached to the regular military structure rather than the Church, despite being priests, but their powers and healing skills have earned much of the army's respect and gratitude. Although the white vehicles bearing the red mark of Leviathan resemble the medical transports of other militaries, the Hands' vehicles remain viable targets because of the AoR's own lack of respect for the Allies' inviolate medical personnel, let alone the fact that the Hands arm themselves, unlike their Allied equivalents.

Unknown to most of the AoR itself, let alone their enemies, the Hands have been taking Allied prisoners and performing experiments upon them in isolated, secret facilities at the Church's behest. The experiments combine the worst of medical theory and arcane practice in search of goals known only to this Order and a rare few superior officers in the Army and Church.

Minimum Requirements: Service in the Army; Medical MOS, or Adept of the First Circle or Gifted; Will 4; Believer.

Bureaucracy 2, Driving (Cars) 3, First Aid 4 or Medicine 2 (if without mystical healing powers), Guns (Handgun) 2.

Military Rank -1, Zealot.

Qualities & Drawbacks: Delusions and Emotional Problems are fairly common. The Adepts and Gifted tend to have several levels of Essence or Taint Channeling.

Skills: Skills tend towards medical or scientific, although the humanities are also common.

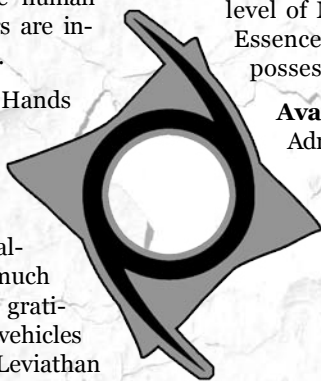
Metaphysics/Supernatural: Roughly two-thirds of the Hands possess some sort of Metaphysical talent, aside from being Believers.

Special Abilities: Choose between two free levels of First Aid or a free level of Medicine, or two levels of Essence or Taint Channeling, if possessing The Gift or Taint.

Available

Administration, Command, Linguist, Logistics/Supply, Military Intelligence, Paranormal Operations, Psychological Operations, Science, Training

MOS:



Army, 32nd (Mountain) Legion

It is a great mistake to underestimate the inevitable complications that arise when performing military actions in mountainous areas, and units specially trained and equipped for these regions can usually turn those obstacles into advantages. The AoR's elite mountain troops, the 32nd Legion, are just such a unit.

Founded using members and techniques of the German KSK's mountain platoon, this unit fights for the AoR's cause in mountainous and hilly regions the world over. Besides acting as a lynchpin in the defense lines through areas such as the Alps and Pyrenees ranges, the 32nd is essential for assaulting and capturing key positions (radar sites, missile silos, and the like) located in high, rocky locales. Should America

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attempt to retake Europe, the 32nd will have a key role to play harassing enemy troops moving through rough terrain, hopefully creating bottlenecks to prevent the invaders from reinforcing forward positions and to generally hamper their mobility.

Minimum Requirements: Infantryman MOS; All Attributes 2, except Str and Con of 3.

Brawling 4 or Martial Arts 2, Climbing 4, Demolitions 3, Driving (Any Type) 1, Guns (Assault Rifle) 3, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 2, Notice 2, Sport (Skiing) 3, Survival (Mountains) 4, Tactics (Infantry Small Unit) 3, Throwing (Sphere) 2.

Hard to Kill 2, Military Rank -1, Rugged 2. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Members of the 32nd are notoriously tough customers who lean towards Physical Qualities, such as Enduring, Hard to Kill, Natural Toughness, and Rugged. Drawbacks are varied, although many have a level or two of Cruel.

Skills: Any skills related to operating and surviving alpine conditions are obviously a must, followed by knowledge of general combat abilities. The 32nd Legion works under highly specialized operating parameters and environmental conditions, so spreading their skill points out as broadly as possible is not only unnecessary, but discouraged.

Metaphysics/Supernatural: Thus far, no supernatural creatures or Gifted beyond Believers have been admitted.

Special Abilities: Gains two free levels of the Hardy Quality.

Available MOS: Administration, Air Defense, Artillery, Combat Engineer, Command, Communications (Basic), Communications (Advanced), Electrician, Gunner, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, NBC Specialist, Ordnance/Munitions, Psychological Operations, Recon,

Special Operations, Special Operations Engineer, Systems Operator, Training.

Army, Special Defense Unit

The AoR runs many secure facilities for various purposes, ranging from standard military bases to the most secret of research labs. The Special Defense Unit (SDU), a brigade whose troops have been divided and sent where they are most needed, look after the most important of these locations. The SDU excels at all manner of security, including perimeter and internal defense and VIP protection. Training entails everything from defensive tactics to canine handling, all with a focus on building and maintaining a secure perimeter around their objective, be it static or mobile.



Minimum Requirements: A term of service with both the Border Guards and 42nd Legion; Infantryman MOS, Military Police MOS; Attributes 2, except Per 3 and Will 3.

Animal Handling 4, Brawling 4 or Martial Arts 2, Dodge 2, Driving (Cars) 2, Guns (Assault Rifle) 2, Guns (Handgun) 3, Guns (Submachine Gun) 4, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 3, Intimidation 2, Language (Military) 2, Notice 4, Questioning 3, Stealth 2, Tactics (Infantry Small Unit) 3.

Hard to Kill 2, Military Rank 0. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: SDU members mix combat-oriented Qualities with

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those of a subtle nature, such as Acute Senses and Good Luck. Drawbacks vary, but those soldiers with failings that split their attention or make them unreliable are quickly winnowed from the unit.

Skills: Skill selection remains highly focused on those listed as the SDU's requirements. Training teaches members to be exceptional at security rather than mediocre at numerous tasks.

Metaphysics/Supernatural: None, other than Believers.

Special Abilities: +1 to Per Tasks and Tests against resisted Stealth Tasks.

Available MOS: Administration, Command, Communications (Basic), Communications(Advanced), Computers, Electrician, Linguist, Medical, Military Intelligence, Psychological Operations, Recon, Training.

NOTABLE UNITS

Beta Company: *Requirements:* Electronic Surveillance 3, Surveillance 3. Commonly referred to as the "Snoops," Beta Company is a proactive unit that constantly works to sniff out insurgents and security risks within occupied territory. These soldiers also handle many of the AoR's internal security issues, including mole hunts, creating a heated (and sometimes dangerous) rivalry with the Soul Police, especially considering how often jurisdictions overlap.

8th Platoon: *Requirements:* Close-Quarters Combat, Tactics (Counter Terrorism) 4. This unit is a special response team designed to act during hostage situations and the like.

Brotherhood of Purity of Purpose

Members of this Order sift through conquered populations for Infidels to be converted or, failing that, terminated. Using various Taint abilities and ageless interrogation and torture techniques, the Brotherhood (also known as dark monks or Monks of Leviathan) works tirelessly to keep the Church of Revelations and

all its domains pure of heretical thought and deeds. These men and women are beyond bribery and beyond turning back from the edge of Darkness. They belong to Leviathan body and soul, and they will do anything for their god.

While the Brotherhood leads the overall effort in dealing with Infidels, it uses the Ecclesiastic Branch of the Soul Police to take the point and do all the menial work. Like puppeteers pulling strings, the Brotherhood sends the Soul Police into harm's way while it strategizes and cleans up whatever mess is left, all in the name of purifying humanity for Leviathan's coming.



Minimum Requirements: Str, Dex and Con 2, Int 3, Per and Will 4; Believer.

Bureaucracy 3, Dodge 2, Guns (Handgun) 3, Intimidation 4, Magic Theory 3, Notice 4, Occult Knowledge 4, Research/Investigation 3, Questioning 5.

Obligation (Church of Revelations) -3, Obsession (Finding Heretics) -1, Zealot.

Qualities & Drawbacks: Qualities vary greatly, as do Drawbacks, although Cruel, Emotional Problems and the like are common, considering what the Brotherhood's duties entail.

Skills: Members vary so greatly that there are no trends beyond ensuring all members are skilled at their work.

Metaphysics/Supernatural: All are Adepts of the Fourth Circle or higher.

Special Abilities: None.

The Army of Revelations

Fleet of Retribution

Watching a heretic city silhouetted against the night sky as it explodes under your battleship's deck guns is truly beautiful. It's like giving birth to a new world.

Able Rating Benedikt Fordik

The Fleet of Retribution is the Church of Revelations' waterborne strong-arm. The FoR handles everything from massed fleet or riverine actions to coastal patrolling. At first, the navies of conquered nations were pressed into service, and so theirs remain the most common vessels, but the FoR has been employing its best designers in crating devastating new ship and submarine designs, the first of which are finally being integrated into the existing fleets.

The First Fleet was intended to facilitate the invasion of the Nordic countries and then continue to patrol the Atlantic and northern waters, but was destroyed. It is currently being rebuilt in Western Europe's shipyards, and it will be used to test the FoR's latest naval innovations and designs. The Second Fleet patrols the Pacific and is chiefly involved with disrupting trade along the western American and Canadian coasts, while bombarding Japan to soften it up for invasion. Originally meant to secure the Mediterranean, the inadequate Third Fleet has undergone a thorough restructuring to fill the First Fleet's role until the latter is once again brought up to full strength. The Third Fleet is lacking the carrier strength it needs to fill the role properly, however, forcing it to rely upon its cruisers, frigates, and light destroyers to provide anti-aircraft and anti-missile cover, a fact that British and American carrier groups have taken full advantage of.

Planning for a Fourth Fleet is underway to follow once the First has been rebuilt. The Fourth Fleet will be divided and deployed around the world to provide rapid re-supply and reinforcements

wherever needed, granting the FoR a frightening level of flexibility when planning its operations.

Minimum Requirements: Sailor MOS; All Attributes 2.

Brawling or Martial Arts 1, Driving (Any Type) 1, Electronics or Mechanics 2, Guns (Assault Rifle) 2, Guns (Any Type) 2, Swimming 3, Systems Operations (Any Type) 2.

Military Rank -2. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

Qualities & Drawbacks: Sailors do not, as a rule, engage at close-quarters, so Qualities like Hard to Kill and Natural Toughness are not as common as they are in other Services.

Skills: Despite the flak the Fleet's sailors catch from other branches, even the most incompetent sailor is well-trained to ensure proper operations aboard ship. The Fleets are too important to the Church of Revelations' plans to be left in the hands of poorly trained personnel.

Metaphysics/Supernatural: Other than Believers, almost all such beings are assigned to other elite units designed for their particular talents.

Special Abilities: Gains one free point to spend on MOS skills.

Available MOS: Administration, Air Defense, Artillery (Anti-Aircraft Guns or Missiles), Aviator, Chaplain, Command, Combat Engineer, Communications (Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training

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NOTABLE UNITS

14th Submarine Squadron: *Requirements:* Sailor MOS, Tactics (Naval) 4, all skills directly related to on-board duties must be 4. The best of the Fleet's wolf packs, the "Alpha Wolves" have wreaked untold havoc on America's Atlantic fleets. Besides possessing an incomparable kill record against shipping and naval vessels, Alpha Wolf missile submarines have a nasty knack for sneaking through the North American sonar net to conduct devastating missile strikes against American and Canadian cities.

Combat Divers: *Requirements:* Diver MOS, Demolitions 3, Demolitions (Underwater) Specialty, Electronics 2, Mechanics 2, Navigation 3, Sport (Diving) 4, Survival (Ocean) 2, Swimming 4, Con 4. Fleet combat divers perform repairs in the field, conduct search and recovery operations, and, when necessary, sabotage enemy vessels and ports.

Fleet, Maritime Assault Brigades

Masters of amphibious actions, especially coastal invasion and maritime attacks, the Maritime Assault (MA) force consists of three full brigades of specialized infantrymen, one per Fleet, with those of the First Fleet currently divided between the surviving two. The Maritime Assault brigades incorporate the training and experience of units such as Argentina's Comandos Anfibios, the French Foreign Legion, and India's Marine Commando Force, making them a highly diverse and capable threat.

Much like their American counterpart, the Fleet's MAs are trained to act as a reactionary force that initiates many offenses for the Church of Revelations, and they are meant to be the first on-ground troops in response to an enemy offensive. To this end, the MAs are trained for sea, air, and land actions, despite their focus on maritime operations. When the time comes to push across the English Channel or enact a beachhead

against North America or Africa, the Fleet's Maritime Assault brigades will certainly lead the charge.



Minimum Requirements: Infantryman MOS; All Attributes 2 except Con and Str 3.

Brawling 4 or Martial Arts 2, Driving (Any Type) 1, Guns (Assault Rifle) 4, Guns (Machine Gun) 2, Guns (Any Type) 2, Hand Weapon (Rifle Bayonet) 2, Navigation 2, Sport (Parachuting) 2, Swimming 2, Throwing (Sphere) 2.

Airborne School, Hard to Kill 1, Military Rank -1. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Fleet MAs are tough customers who are regularly exposed to combat, making Qualities such as Hard to Kill, Natural Toughness, and Nerves of Steel very common. Many are also extremely devoted to the CoR's cause, making Obligation and Zealot Drawbacks typical.

Skills: The MAs concentrate on ensuring every soldier is combat ready, but beyond that, each tends to specialize in a single skill that complements his squad-mates' abilities in the field.

Metaphysics/Supernatural: Gifted and supernatural beings are rare within the ranks, although they are found here more often than with the CoR's other regular military units. Being a first-strike unit, the MAs need every edge they can get, so they accept Gifted and supernatural, so long as they have proven loyal to the cause.

Special Abilities: Gains Cool Under Fire and one free level of Hard to Kill.

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Available MOS: Administration, Air Defense, Armor, Artillery, Aviator, Chaplain, Combat Engineer, Command, Communications(Basic), Communications (Advanced), Computers, Diver, Electrician, Gunner, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Military Police, NBC Specialist, Ordnance/Munitions, Psychological Operations, Recon, Sailor, Science, Special Operations, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

5th Legion FIST, First Fleet:

Requirements: Recon MOS, Demolitions 3, Notice 3, Stealth 3, Swimming 3, Dex 3, Per 3. The First Initiative Strike Team is a Maritime Assault legion used to perform advanced recon for MA beachheads, including finding and destroying any obstacles and supplying forward aircraft and artillery control. Once aground, the FIST performs reconnaissance for the main force and continues spotting targets.

Fleet, Adaptive Incursion Detachment

Incorporating converted personnel, along with training techniques and operational methods from elite units such as France's Commando Hubert, Poland's Destacamento de Accoes Especias, Thailand's Royal SEALs, Italy's COMSUBIN, and Poland's Naval Combat Divers, the FoR's Adaptive Incursion Detachment (AID) teams perform many of the same duties as their American counterparts, except for a total lack of interest in counter-terrorist actions. Unfortunately, many of the units' tactics and methodologies have benefited from training alongside America's best and brightest in the SpecOps community prior to the war.

Although most of their activities involve maritime actions, the Fleet often deploys AID teams inland on important missions involving Fleet interests, typically while keeping other Church of Revelations' SpecOps units in the dark due to an ingrained rivalry with

the other elites. Some of the Fleet's AID teams' more notable operations included penetrating the Thames to blow up several inbound ammunition ships from Canada, disembarking from a submarine to penetrate Manhattan and destroy a power substation that left the city in darkness for three days, and assassinating the Canadian Minister of National Defense in 2015.



Minimum Requirements: Current service in the Fleet; Diver MOS, Sailor MOS, Special Operations MOS; Str and Dex 4, Con 5, Int 2, Per and Will 3 (one of which must be 4).

Brawling 4 or Martial Arts 2, Demolitions2, Demolitions(Underwater) Specialty, Driving (Any Type) 2, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (Rifle) 2, Guns (Submachine Gun) 4, Hand Weapon (Knife) 4, Intimidation 2, Mechanics 2, Navigation 3, Piloting (Boat) 2, Sport (Diving) 3, Sport (Parachuting) 3, Survival (Forest) 1, Swimming 5, Systems Operations (Any Type) 2, Throwing (Sphere) 1.

Airborne School, Close-Quarters Combat, Hard to Kill 1, Military Rank -1, Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities. No color blindness.

Qualities & Drawbacks: Combat Qualities are a necessity, although the AID personnel concentrate as much on stealth as they do on survivability. AID personnel are no-nonsense types who enjoy their work, making Cruel, Humorous, Talented, and similar Drawbacks common.

Skills: Never knowing what might be needed during a mission, AID personnel choose a wide variety of to cover a variety

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of possibilities, and they are assigned to Teams where their knowledge can fill the gaps in their squadmates' repertoires.

Metaphysics/Supernatural: Several Believer AID personnel have Taint effects on their equipment, but very few actually have any Gifted talents, and those that do are mostly Taint Powers.

Special Abilities: Gains one free level of Good Luck and one Quality Point to spend as desired.

Available MOS: Air Defense, Aviator (Propeller Plane or Helicopter), Command, Combat Engineer, Communications (Basic), Communications (Advanced), Computers, Electrician, Heavy Weapons, Infantryman, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, Paranormal Operations, Psychological Operations, Recon, Sailor, Special Operations Engineer, Systems Operator, Training.

NOTABLE UNITS

Team 2: *Requirements:* Recon MOS, Guns (Rifle) 5, Electronics 4, Mechanics 4, Stealth 5. AID Team 2 members are among the CoR's best assassins. They specialize at infiltrating high-security facilities and acing their target, no matter how heavily guarded. Team 2 is one of the American Secret Service's greatest concerns.

Fifth Column of Believers

You may imprison my body, but my spirit rides the ethereal joys of the Great Voice in the Darkness. It sings Its praise, and you cannot stop that. You may have stopped me, but there are hundreds of the faithful ready to take my place in tearing down your false god and decaying society. Bow to the inevitable. Bow to the Dark Apostle and you may yet be saved before the cleansing fires are your only fate.

—Tanya Corrow, Believer and imprisoned Fifth Columnist

Not officially related to the Army of Revelations, the term "Fifth Column" encapsulates the myriad of cults, madmen, and traitors who work within Free

World territories in pursuit of Leviathan's goals. They are the counterbalance to the Underground Movement, forming cells to fight from within the governments still resisting Leviathan's influence.

It is impossible to determine just how much damage Fifth Columnists have caused Allied forces, but they have incited the Quebec Separatists to new heights of terrorism, convinced entire towns in the American Heartland to declare themselves as independent nation-states, inflamed racial and political hatred throughout the United Kingdom, and played a pivotal role, directly or behind the curtains, in innumerable coupes, backroom maneuverings, sabotages, disasters, assassinations, and the like.

Minimum Requirements: Obligation (Church of Revelations) -2 is the only requirement. Most are Believers and/or possess the Zealot Drawback, but some have other reasons for serving Leviathan, reasons that make them no less loyal to the cause.

Qualities & Drawbacks: Zealot is common (obviously), as are any number of Delusions and Emotional Problems.

Skills: Skills vary, depending upon background, but most will have picked up a few levels of Guns (Handgun) and possibly some other skills useful to sabotage.

Metaphysics/Supernatural: Comparatively few Fifth Columnists have any abilities beyond that of the Mark of Leviathan. Those with Gifts or are supernatural in nature tend to rise to power quickly, using the belief that their abilities show a greater link to their dread god as a tool for advancement.

Special Abilities: None.

Mendicant Knights of Leviathan

A doom has been placed upon this mortal coil, and that doom's name is Leviathan. We are but His humble servants, here to do His bidding.

—Habrezod, Fallen Angel and Believer

The Army of Revelations

Not all the Church of Revelations' converts are human; there are an increasing number of supernatural beings that have aligned themselves with Leviathan: fallen angels, Seraphim, Ferals, the very rare Immortal traitor not associated with the Order of Thule, vampires, and just about anything else from the paranormal realm exist among the Knights. Most officers are either Adepts (the only humans in the order) or Sheol, although a few supernatural creatures have gained notoriety and trust enough to be elevated to command.

The Mendicant Knights are detached from the regular hierarchy of the Army and Soul Police, although they lend aid to both, especially when the enemy fields supernatural beings who oppose their master's designs. All must go through a bare semblance of boot camp so as to be familiar with military procedures, although many choose to go through the real deal and "earn their stripes." The latter are true soldiers with supernatural abilities to boot, creating a truly dangerous combination, despite officially being detached from the AoR and answering directly to the Clergy.

Currently, the Mendicant Knights are primarily involved with operations that expect supernatural opposition. They are targeted heavily by other supernatural beings not aligned with the CoR, especially those with whom they previously shared allegiance. Both the Heavenly Host and Infernal Legion have an especially fiery hatred for their traitorous kin. This rivalry serves to keep the already-low number of Mendicant Knights down to just a few operational platoons.

Minimum Requirements: Must be of a supernatural nature, whether by paranormal manipulation or origin, or an Adept or Sheol; Infantryman MOS or Paramilitary Training; Believer.

Qualities & Drawbacks: Qualities and Drawbacks are spread out, depending upon backgrounds and responsibilities within the Order.

Skills: Mendicant Knights have more military-oriented skills than most other supernatural beings.

Metaphysics/Supernatural: All members are supernatural beings, Adepts, or Believers.

Special Abilities: None.

Available MOS: Only available to those who have undergone formal military training.

Administration,
Air Defense, Aviator,
Command,
Communications
(Basic),
Communications
(Advanced),
Heavy Weapons,
Infantryman, Linguist,
Military Intelligence,
NBC Specialist,
Paranormal Operations,
Psychological Operations,

Recon, Sailor, Science, Special Operations, Systems Operator, Training.



Order of the Apostle

Despite his deific powers, even the Dark Apostle requires security, and so this Order was formed from among the very best and devoted of the Crimson Legion. The Order of the Apostle is entirely removed from both the CoR and AoR hierarchy, leaving its platoon-strength members solely answerable to its own chain of command and to the Dark Apostle himself. Members are re-



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sponsible for every aspect of their master's security and always encircle him, even if they are not always in sight, and are more than willing to save his life at the cost of their own.

Minimum Requirements: Served at least one tour in the Crimson Legion, Infantryman MOS, Special Operations MOS and one MOS of choice to act as a specialty; Str and Dex 4, Con 5, Int, Per and Will 3 (one of which must be 5); Believer.

Climbing 3, Demolitions 2, Driving (Any Type) 2, Guns (Handgun) 5, Guns (Machine Gun) 3, Guns (Assault Rifle) 5, Hand Weapon (Knife) 5, Martial Arts 5, Navigation 3, Notice 4, Running (Marathon) 2, Sport (Parachuting) 4, Stealth 2, Survival (Desert) 2, Survival (Forest) 2, Survival (Jungle) 2, Survival (Mountains) 2, Swimming 2, Tactics (Small Infantry Unit) 4, Tactics (Urban) 4, Throwing (Sphere) 3.

Airborne School, Hard to Kill 3, Obligation (Crimson Legion) -3, Obligation (Dark Apostle) -3, Military Rank 1, Nerves of Steel, Squadmate, Zealot. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Considering their duties, Qualities that improve survivability, such as Hard to Kill and Natural Toughness, are very common. Equally, Drawbacks like Delicate and Clumsy are unheard of among the Order.

Skills: Skills concerning combat and security are most often the focus of improvement.

Metaphysics/Supernatural: A rare few have Taint Powers.

Special Abilities: None.

Available MOS: Air Defense, Aviator, Command, Heavy Weapons, Linguist, Military Intelligence, Military Police, Paranormal Operations, Special Operations Engineer, Systems Operator.

teousness—some sided with the enemy in exchange for power. Like other True Immortals, these traitors have been reborn, but with the return of their memories and the rise of the Dark Apostle, they have realized they may now have the chance to win their ageless war.

Among Leviathan's forces, the Order of Thule is rarely spoken of in anything louder than whispers, for they are the Dark Apostles' favored assassins. Exceptionally trained, highly motivated, loyal unto death and able to survive just about anything, Thulites are called in when an enemy absolutely, without chance of failure, has to be found and/or killed. Usually operating on their own or in pairs, they are shadows—whispers on the cold breeze that brings goose bumps to their victims' necks just before death.

True to their heritage, the Order also has an interest in all things related to Atlantis. They seek everything from lost artifacts to forgotten lore, all for the benefit of their Dark God. To this end, Thulites scour the planet looking for such items, usually without the Clergy's awareness or approval.



Order of Thule

During the epic struggle between lost Atlantis and despicable Ultima Thule, not all Atlanteans chose the path of righ-

The Army of Revelations

Minimum Requirements: All must be True Immortals; Infantryman MOS, Special Operations MOS; All Attributes must be at least 3 with Con 4; Believer.

Demolitions 3, Driving (Any Type) 2, Guns (Assault Rifle) 4, Guns (Handgun) 5, Guns (Rifle) 3, Guns (Submachine Gun) 4, Hand Weapon (Knife) 4, Martial Arts 4, Navigation 3, Sport (Diving) 2, Sport (Parachuting) 3, Stealth 5, Survival (Forest) 1, Swimming 3, Tactics (Guerrilla) 3.

Adversary (Lodge of the Undying) -2, Airborne School, Close-Quarters Combat, Military Rank 1, Nerves of Steel or Cool Under Fire, Obligation (Order of Thule) -2, Zealot. No Impaired Senses worth more than 1 point (correctable) or any Physical Disabilities.

Qualities & Drawbacks: Varies, but Cruel and various Emotional Problems and Obsessions are typical of Thulites.

Skills: Most Thulites focus on the skills required to join the Order, while a few have gotten creative with the knowledge they have applied to their duties.

Metaphysics/Supernatural: There is one Maker, one Shetarri and two Denazi among the Order of Thule.

Special Abilities: None.

Available MOS: Air Defense, Aviator (Propeller Plane, Helicopter), Combat Engineer, Command, Communications (Basic), Communications (Advanced), Computers, Diver, Heavy Weapons, Linguist, Military Intelligence, Psychological Operations, Recon, Sailor, Science, Special Operations Engineer, Systems Operator.

Soul Police, Commissariat

Ensuring loyalty to the cause is not simply a matter of converting people and keeping an eye open for dissidents among the Gentiles. A good deal of work is needed to keep the momentum of faith going once it has been sewn in the hearts and minds of the Conquered Territories, especially in the military, where every day questionable deeds are performed in Leviathan's name.

Maintaining loyalty in the military is the province of the commissars.

Commissars travel with military units as propaganda and political officers, morale officers, and the like. All are Believers and must undertake a six-month sabbatical among the Church's clergy in preparation for their duties as the military's spiritual guardians of the AoR's faith. Because combat units require harsh discipline, a commissar's response to lack of faith or doubt in the soldiery is often equally harsh; a minor infraction may require weeks of KP duty or even a period of imprisonment or physical penance, such as flagellation, while more serious violations are immediately resolved with a bullet in the brain pan.

Despite being attached to the military, commissars hold no actual rank in the AoR's hierarchy. This means they cannot give orders to military personnel with regards to military matters, even ones of lower rank than their own rank within the Soul Police, nor are they involved with strategy or operations in any way, despite often fighting alongside the men they are assigned to. Of course, a wise soldier would take a commissar's words to heart—even the most devoted, highest ranking officers give pause when the Commissariat has a suggestion to make.



Minimum Requirements: Three years of service in another Branch of the Soul Police; All Attributes 3; Believer.



The Army of Revelations

Bureaucracy 3, Dodge 2, Guns (Handgun) 3, Guns (Submachine Gun) 2, Hand Weapon (Knife) 3, Intimidation 4, Martial Arts 1, Questioning 4, Surveillance 3.

Cruel -3, Military Rank 1, Obligation (Church of Revelations) -3, Obligation (Commissariat) -2, Obsession (CoR Purity) -1, Cool Under Fire, Zealot. No Impaired Senses worth more than 1 point (correctable) or any severe Physical Disabilities.

Qualities & Drawbacks: Social and Mental Qualities are most common, while Drawbacks such as Humorless, Obsession, and Talentless are equally typical.

Skills: Skills tend towards those involving social interaction, surveillance, and the like. Combat, although not a commissar's primary purpose, remains a concern for those on the frontlines, so those skills are also studied.

Metaphysics/Supernatural: None, other than Believers.

Special Abilities: Gains two free levels of Status.

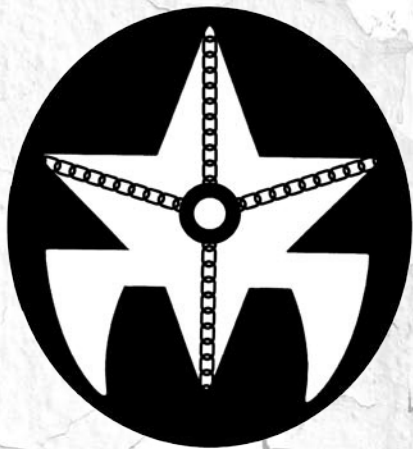
Soul Police, Criminal Branch

Regardless of the Church of Revelations' ultimate plan for Earth, order has to be maintained in the meantime. The Criminal Branch is the largest of the Soul Police's many fingers, and it takes on the duties held by the pre-conquest law enforcement services. Members must keep the populace in line through any means necessary. Many are former peace officers who revel in their new authority and appreciate being able to employ the heavy hand that was denied them by pesky human rights laws. Although a few recall what true justice is, most choose to render judgment on the spot, and what little righteousness remains is sullied by drumhead trials, too little funds to conduct proper investigations, and unavoidable favoritism towards Believers.

Of the Soul Police units, the Criminal Branch has the least Believers among its numbers, while the remaining Branches are given the best and brightest (and most Believers)—and the most fund-

ing. As low man on the totem pole, the Criminal Branch can lose jurisdiction to any other Branch with little to no recourse for appeal, especially if the Commissariat is involved.

More information may be found on pages 322 to 323 of *Armageddon*.



Minimum Requirements: All Attributes 3, except for Int 2.

Dodge 2, Guns (Handgun) 3, Guns (Submachine Gun) 2, Hand Weapon (Knife) 3, Intimidation 2, Martial Arts 2, Questioning 3.

Cruel -1, Military Rank -2. No Impaired Senses worth more than 1 point (correctable) or any severe Physical Disabilities.

Qualities & Drawbacks: Although expected to engage in combat when necessary, Qualities focus on Mental and Social benefits. Contacts are especially helpful. Considering their duties, Drawbacks such as Cruel, Emotional Problems, Zealot, and the like are very common.

Skills: Enough points are spent in combat skills to be dangerous, but most focus on talents that apply to more subtle manipulations and thugery.

Metaphysics/Supernatural: A few underpowered Seers are allowed to join, but all other supernatural beings and Gifted are pressed into other Services.

Special Abilities: Gains Situational Awareness free and can take the Military Rank Quality without military service or the Paramilitary Training Quality, in accordance with the Soul Police's structure.

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Soul Police, Ecclesiastic Branch

Your heart is an open book to us. Prostrate yourself, or your bones shall be ground to line the True God's road to salvation.

—Trooper Darius Crisp

Although lending aid to the Brotherhood of Purity and Purpose is part of their duties, the Ecclesiastic Branch remains chiefly interested in rooting out and entrapping Infidels within the Conquered Territories. To this end, members keep a close eye on the Gentiles, while also employing tactics ranging from random searches and interrogations to elaborate stings and “witch hunts.” Any and all methods are utilized to uncover and capture resistance to the Church of Revelations’ creed.

More information may be found on pages 322 to 323 of *Armageddon*.



Minimum Requirements: All Attributes 3, except for Int 2; Believer.

Bureaucracy 2, Dodge 2, Guns (Handgun) 2, Guns (Submachine Gun) 2, Hand Weapon (Knife) 3, Intimidation 3, Martial Arts 1, Questioning 4.

Cruel -1, Military Rank -2, Zealot. No Impaired Senses worth more than 1 point (correctable) or any severe Physical Disabilities.

Qualities & Drawbacks: Although expected to engage in combat when neces-

sary, their Qualities focus on Mental and Social benefits. Considering their duties, Drawbacks such as Cruel, Emotional Problems, Obligations, and the like are very common.

Skills: Enough points are spent in combat skills to be dangerous, but most focus on sniffing out heretics, tearing confessions from “terrorists,” and so forth.

Metaphysics/Supernatural: Several members are Gifted and possess Metaphysics of various sorts, although most tend to be low-powered Seers and Magicians, while quite a few are devoted Adepts.

Special Abilities: Gains Situational Awareness free and can take the Military Rank Quality without military service or the Paramilitary Training Quality, in accordance with the Soul Police’s structure.

Soul Police, Special Branch

The Special Branch functions as the Soul Police’s Emergency Response Team (the equivalent of SWAT), and answers the call when a situation requires the Soul Police’s special touch or when it has gone beyond the Criminal Branch’s own ERTs’ ability to handle. Intended to be responsive more than proactive, the Special Branch relies upon the other Branches to provide most of its intelligence.

Marked by the jet-black armor, weapons, and vehicles that are their hallmarks, the Special Branch conducts raids on partisan cells and similar counterinsurgency and tactical response operations, utilizing their own low-end military vehicles, including outdated light tanks, armored vehicles, and helicopters. Most of the Branch’s techniques and methodologies are drawn from some of Europe’s most experienced counter-terrorist units, including Germany’s GSG-9, France’s RAID and GIGN, and Spain’s GEO.

Minimum Requirements: Two years of service in another Branch of the Soul Police; Infantryman MOS or Paramilitary Training; All attributes 2 except Con and Dex 3.

The Army of Revelations



Climbing 3, Dodge 2, Driving (Any Type) 3, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Assault Rifle) 3, Hand Weapon (Knife) 4, Intimidation 2, Martial Arts 3, Questioning 3, Tactics (Counter Terrorism) 4, Tactics (Urban) 3.

Cruel -1, Hard to Kill 1, Military Rank 0. No Impaired Senses worth



more than 1 point (correctable) or any serious Physical Disabilities. No color blindness.

Qualities & Drawbacks: Special Branch operatives prefer Physical Qualities, such as Hard to Kill, Fast Reaction Time, Natural Toughness, and the like. As with soldiers, operatives are trained to kill without remorse, so they are unlikely to suffer Mental or Social Drawbacks related to their duties.

Skills: Improving their ability to perform in tactical situations is an operative's only concern, so Tactics and various combat skills are always being improved.

Metaphysics/Supernatural: None, other than Believers.

Special Abilities: Gains Cool Under Fire and one free level of Hard to Kill.

Undying Knights of Leviathan

Sheol to a one, members of this Order of undead are (literally) soulless agents of hatred and destruction. Most belonged to the military or law enforcement agencies while alive, and now they use their knowledge to better Leviathan's cause; a frightening number are undead Nazis of various standing, returned to carry out the goals they failed to realize nearly a century earlier.

The Church of Revelations' living operatives both fear and despise the "zombie knights" of this Order because they exist entirely outside either the Church's or AoR's command structure, answering only to the Dark Apostle himself. Members are even beyond the ability of the Commissariat to touch. This autonomy means the Undying Knights come and go as they please, conducting operations without anyone but Johann Goering and the Order's Grand Master knowing, a fact that can step on many toes.

Some of the Order's main objectives include recruiting converts among the Free World—especially among those

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in positions of power, even if it means transforming them into Sheol—organizing Fifth Column cells, and providing aid to foreign terrorists.



Minimum Requirements: Must be a Sheol. Most have a military or law enforcement background.

Qualities & Drawbacks: Qualities tend to complement the Sheol's considerable powers and increase the agent's influence among the enemy, such as with Resources, Status, and Wealth. Drawbacks vary, but the darkness that permeates everything a Sheol does leads to a wide range of Social and Mental problems.

Skills: Knowledge and pursuit of skills are as varied as a member's background.

Metaphysics/Supernatural: None beyond Sheol Powers

Special Abilities: None.

Common Soldiers

Common soldiers are built using 10 to 15 points for Attributes, 5 points in Qualities (and up to 10 in Drawbacks), and 10 to 25 points in Skills. While some may serve in the ranks for lack of any other prospects, almost all are entirely devoted to the cause and are highly motivated by the promises of Leviathan. Roughly 30% of common soldiers are Believers.

Air Wing Pilot

Str 2 Dex 3 Con 3
Int 2 Per 3 Will 2

Life Points: 30

Endurance Points: 26

Speed: 12

Essence Points: 15

Qualities/Drawbacks: Aviator MOS, Military Rank 3. Roughly 40% have Military Academy.

Skills: Brawling 1, Bureaucracy 1, Driving (Any Type) 1, First Aid 2, Guns (Assault Rifle) 3, Guns (Appropriate Aircraft) 3, Navigation 2, Piloting (Appropriate Aircraft) 3, Sport (Parachuting) 1, Survival (Forest) 2, Swimming 1, Systems Operation (Communications) 2, Systems Operations (Radar) 2, Tactics (Aerial) 2

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: Flight Suit, 9mm Pistol D6 x 4(12) (2 clips), hand radio

AoR Airborne

The AoR's airborne troops are masters of aerial infiltration and survival. Roughly 75% are Believers.

Str 2 Dex 4 Con 2
Int 2 Per 2 Will 2

Life Points: 26

Endurance Points: 23

Speed: 12

Essence Points: 14

Qualities/Drawbacks: Airborne School, Infantryman MOS, Military Rank -1, Nerves of Steel, Zealot

Skills: Brawling 2, Driving (Any Type) 1, Dodge 1, Guns (Assault Rifle) 4, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Navigation 2, Running (Marathon) 3, Sport (Parachuting) 4 (+2 for emergency procedures), Survival (Forest) 4, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

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Equipment/Damage: KR-22 Rifle D8 x 4(16) (6 clips), bayonet D6 x 2(6), five offensive grenades, two smoke grenades

Armor: Class IIa body armor AV (D6 x 2) + 9(15)

AoR Artillerist

Includes operation of artillery and anti-aircraft weapons. Roughly 30% are Believers.

Str 2 Dex 2 Con 2
Int 2 Per 2 Will 2

Life Points: 26

Endurance Points: 23

Speed: 8

Essence Points: 12

Qualities/Drawbacks: Artillery MOS, Military Rank -1

Skills: Brawling 2, Driving (Any Type) 1, Guns (Assault Rifle) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Navigation 1, Throwing (Sphere) 1, Weight Lifting 1. The soldier also has the appropriate weapon skill, such as Guns (Artillery) at 3

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: 9mm Pistol D6 x 4(12) (2 clips)

AoR Assault Trooper (Revised)

Assault troopers are infantrymen above the regular cut, proving they are worthy of being assigned to assault teams. They are used to conduct heavy assaults and to anchor strategies. Roughly 75% are Believers.

Str 3 Dex 3 Con 2
Int 2 Per 2 Will 2

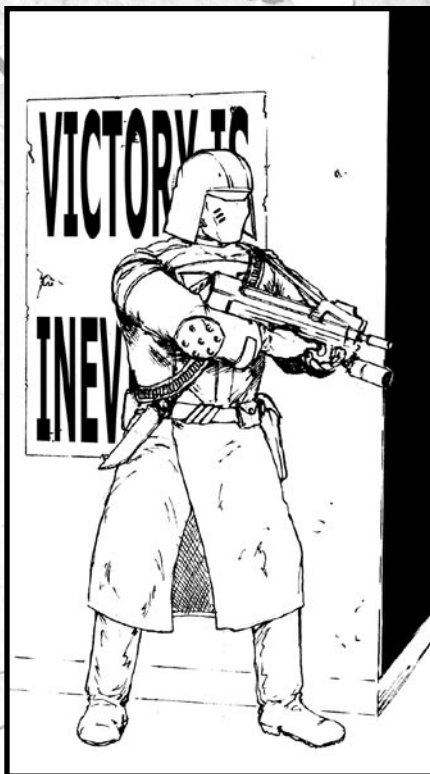
Life Points: 30

Endurance Points: 26

Speed: 10

Essence Points: 14

Qualities/Drawbacks: Infantryman MOS, Military Rank -1, Zealot



Skills: Brawling 2, Driving (Any Type) 1, Dodge 2, Guns (Assault Rifle) 3, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-25 Carbine D6 x 5(15) (4 clips) with 40mm grenade launcher (12 grenades), knife D4 x 2(4), three offensive grenades

Armor: AoR Battle Dress (D8 x 4) + 20(36) with HUD Helmet Laser Sight (as per the US Combat Armor and M-16A4), AoR Flak Coat (D6 x 2) + 7(13)

AoR Armor Gunner

These soldiers crew vehicle weapon systems, such as tank cannons or door machine guns.

Str 2 Dex 2 Con 2
Int 2 Per 2 Will 2

Life Points: 26

Endurance Points: 23

Speed: 8

Essence Points: 12

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Qualities/Drawbacks: Gunner MOS, Military Rank -1 or higher

Skills: Brawling 2, Driving (Any Type) 1, Guns (Assault Rifle) 2, Guns (Appropriate Type) 3, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Navigation 2, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities. When using vehicle weapons, the penalties for *Shooting From Vehicle* or *Using Vehicle-Mounted Weapons* (not stabilized) are -1 with another -2 for 30+ mph, or +1 when traveling slower than 30 mph and -1 while traveling 30+ mph when *Using Vehicle-Mounted Weapons* (stabilized) (see *Armageddon* pg 144).

Equipment/Damage: 9mm Pistol D6 x 4(12) (2 clips), although some are given submachine guns

AoR Infantry Soldier (Revised)

Soldiers are the basic foot soldiers of the Church. They are the ones fighting on the frontlines to bring the Word of Leviathan to the common man—whether he wants to listen or not. Roughly 30% are Believers.

Str 2 Dex 2 Con 2
Int 2 Per 2 Will 2

Life Points: 26
Endurance Points: 23
Speed: 8
Essence Points: 12

Qualities/Drawbacks: Infantryman MOS, Military Rank -1

Skills: Brawling 2, Driving (Any Type) 1, Dodge 2, Guns (Assault Rifle) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-20 Rifle D8 x 5(20) (4 clips), bayonet D6 x 2(6), three offensive grenades

AoR Infantry Specialist/NCO

Specialists or NCOs are slightly more dangerous than standard infantryman because they have more experience and training. Roughly 90% are Believers.

Str 2 Dex 3 Con 2
Int 2 Per 2 Will 2

Life Points: 26
Endurance Points: 23
Speed: 10
Essence Points: 13

Qualities/Drawbacks: Infantryman MOS, Military Rank 0 or higher

Skills: Brawling 2, Driving (Any Type) 1, Dodge 2, Guns (Assault Rifle) 3, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Throwing (Sphere) 1. Has 3 skill points in an area of specialty, such as Guns (Machine Gun), Guns (Grenade Launcher), Systems Operations (Communications), and so on.

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-20 Rifle D8 x 5(20) (4 clips), bayonet D6 x 2(6), three offensive grenades. Specialists will have equipment related to their expertise – grenadiers will have grenade launcher (24 grenades), machine gunners a K420 SAW D8 x 5(20) instead of the KR-20. NCOs may have a KR-25 Carbine D6 x 5(15).

Armor: NCOs will likely have Class IIa body armor AV (D6 x 2) + 9(15)

AoR Infantry Junior Officer

Most junior officers have risen from the ranks to positions of minor authority and responsibility, leading small units in the field. Roughly 90% or Believers.

Str 2 Dex 2 Con 3
Int 3 Per 2 Will 3

Life Points: 30
Endurance Points: 29
Speed: 10
Essence Points: 15

Qualities/Drawbacks: Command MOS, Infantryman MOS, Military Rank

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3, Obligation (Unit) 1. Roughly 30% have Military Academy.

Skills: Brawling 2, Bureaucracy 2, Driving (Any Type) 1, Dodge 2, Guns (Assault Rifle) 3, Guns (Handgun) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Instruction 2, Language (Military) 2, Tactics (Infantry Small Unit) 2, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-20 Rifle D8 x 5(20) or KR-25 Carbine D6 x 5(15) (4 clips) when in the field, 9mm Pistol D6 x 4(12) (2 clips), binoculars, hand radio

Armor: Class IIa body armor AV (D6 x 2) + 9(15) with an AoR Flak Coat (D6 x 2) + 7(13)

AoR Infantry Senior Officer

Senior officers run the show from well behind the frontlines. They are rarely encountered at forward positions, and almost never without a heavy escort. Nearly all are Believers and most are academy graduates.

Str 2 Dex 2 Con 3
Int 3 Per 2 Will 3

Life Points: 30

Endurance Points: 29

Speed: 10

Essence Points: 15

Qualities/Drawbacks: Command MOS, Contacts (Classmates) 1, Honorable -2, Infantryman MOS, Military Academy, Military Rank 4 or higher, Obligation (Unit) 1, Social Stigma (Tin Soldier), Status 1, Zealot

Skills: Brawling 2, Bureaucracy 3, Driving (Any Type) 1, Dodge 2, Guns (Assault Rifle) 2, Guns (Handgun) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Instruction 2, Language (Foreign) 2, Language (Military) 2, Tactics (Battlefield) 2, Tactics (Infantry Small Unit) 3, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: MP-16 Machine Pistol D8 x 4(16) (3 clips), binoculars, hand radio

Armor: Class II body armor AV (D6 x 2) + 14(20) with an AoR Flak Coat (D6 x 2) + 7(13) when in the field

AoR, SDU Operative

Str 2 Dex 2 Con 3
Int 2 Per 3 Will 3

Life Points: 30

Endurance Points: 29

Speed: 10

Essence Points: 17

Qualities/Drawbacks: Infantryman MOS, Military Police MOS, Military Rank 0, Zealot

Skills: Animal Handling 4, Brawling 4, Dodge 2, Driving (Cars) 2, Guns (Assault Rifle) 3, Guns (Handgun) 3, Guns (Submachine Gun) 4, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 3, Humanities (Law) 1, Intimidation 2, Language (Military) 2, Notice 4, Questioning 3, Stealth 2, Tactics (Infantry Small Unit) 3, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities. +1 to Per Tasks and Tests against resisted Stealth Tasks.

Equipment/Damage: KR-20 Rifle D8 x 5(20) (4 clips), Survival Knife D4 +1 x 4(10), two flash bang grenades, two tear gas grenades

Armor: Class IIIa Armor (D8 x 2) + 17(25) or Class IV Armor (D8 x 5) + 20(40)

AoR Sniper

Experts of stealth and camouflage, and marksmen to boot, AoR snipers often wander the battlefield on their own or with a spotter, seeking a hiding spot from which to cause the most harm and confusion. Roughly 30% are Believers.

Str 2 Dex 4 Con 2
Int 2 Per 3 Will 2



Life Points: 26

Endurance Points: 23

Speed: 12

Essence Points: 15

Qualities/Drawbacks: Infantryman MOS, Military Rank o or higher

Skills: Brawling 2, Driving (Any Type) 1, Guns (Assault Rifle) 3, Guns (Rifle) 4, Guns (Sniper Rifle) Specialty, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Notice 3, Stealth 3 (Camouflage Specialty), Survival (Any Type) 2, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-44 Silenced Rifle D8 x 5(20) (4 clips, infrared scope), 9mm Pistol D6 x 4(12) (2 clips), Survival Knife D4 +1 x 2(3), infrared binoculars, ghillie suit (Stealth +6), hand radio

“Tankers” crew the AoR’s arsenal of armored vehicles.

Str 2 **Dex** 2 **Con** 2

Int 2 **Per** 2 **Will** 2

Life Points: 26

Endurance Points: 23

Speed: 8

Essence Points: 12

Qualities/Drawbacks: Armor MOS, Military Rank –1 or higher

Skills: Brawling 2, Driving (Appropriate Vehicle) 3, Guns (Assault Rifle) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 2, Mechanic 2, Navigation 1, Throwing (Sphere) 1

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: 9mm Pistol D6 x 4(12) (2 clips), although some are given submachine guns

Fleet Maritime Assault Trooper

Str 3 **Dex** 2 **Con** 3

Int 2 **Per** 2 **Will** 2

Life Points: 40

Endurance Points: 29

Speed: 10

Essence Points: 14

Qualities/Drawbacks: Infantryman MOS Airborne School, Cool Under Fire, Hard to Kill 4, Military Rank –1

Skills: Driving (Cars) 1, Guns (Assault Rifle) 4, Guns (Grenade Launcher) 2, Guns (Machine Gun) 4, Hand Weapon (Rifle Bayonet) 2, Martial Arts 2, Navigation 2, Sport (Parachuting) 2, Swimming 2, Throwing (Sphere) 2

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-20 Rifle D8 x 5(20) (4 clips), bayonet D6 x 2(6), three offensive grenades

Armor: Class II body armor AV (D6 x 2) + 14(20)

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Fleet Sailor/Submariner

Sailors perform routine duties aboard Fleet of Revelations vessels. Each will have a specific responsibility, with one or more skill to accommodate the job. Submariners act in much the same way aboard the Fleet's submarines. Roughly 30% are Believers.

Str 2 Dex 2 Con 2
Int 2 Per 2 Will 2

Life Points: 26

Endurance Points: 23

Speed: 8

Essence Points: 12

Qualities/Drawbacks: Sailor MOS, Military Rank -1

Skills: Brawling 1, Driving (Any Type) 1, Guns (Assault Rifle) 2, Guns (Machine Gun) 2, Mechanics 2, Navigation 1, Piloting (Any Watercraft) 1, Swimming 3, Systems Operations (Any Type) 2. Each will also have 2 levels in the skill most related their job aboard ship.

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: None

Soul Police Criminal and Ecclesiastic Agent

Roughly 60% of the Criminal Branch are Believers, while all of the Ecclesiastic Branch are.

Str 3 Dex 3 Con 3
Int 2 Per 3 Will 3

Life Points: 34

Endurance Points: 32

Speed: 12

Essence Points: 17

Qualities/Drawbacks: Cruel -1, Military Rank -1. Ecclesiastic Agents also have Zealot.

Skills: Dodge 3, Guns (Handgun) 4, Guns (Submachine Gun) 3, Hand Weapon (Knife) 3, Intimidation 2, Martial Arts 3, Questioning 4. Plainclothes detectives of the Criminal Branch add 1 to Questioning.

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: MP-16 Machine Pistol D8 x 4(16) (3 clips), Knife D4 x 2(4), two flash bang or tear gas grenades, hand radio

Armor: Class II Kevlar Vest (D6 x 2) + 14(20) sewn into the uniform

Soul Police, Junior Officer

Roughly 60% of the Criminal Branch are Believers, while all of the Ecclesiastic Branch are.

Str 3 Dex 3 Con 3
Int 3 Per 3 Will 3

Life Points: 34

Endurance Points: 32

Speed: 12

Essence Points: 18

Qualities/Drawbacks: Contact (Any) 2, Cruel -1, Military Rank 3. Ecclesiastic Agents also have Zealot.

Skills: Bureaucracy 2, Dodge 3, Guns (Handgun) 4, Guns (Submachine Gun) 3, Hand Weapon (Knife) 3, Intimidation 3, Martial Arts 3, Occult Knowledge 1, Research/Investigation 2, Questioning 4, Tactics (Urban) 1. Plainclothes detectives of the Criminal Branch add 1 to Questioning.

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: MP-16 Machine Pistol D8 x 4(16) (3 clips), Knife D4 x 2(4), two flash bang or tear gas grenades, hand radio

Armor: Class II Kevlar Vest (D6 x 2) + 14(20) sewn into the uniform, AoR Flak Coat (D6 x 2) + 7(13)

Soul Police, Senior Officer

Roughly 80% of the Criminal Branch are Believers, while all of the Ecclesiastic Branch are.

Str 3 Dex 3 Con 3
Int 3 Per 4 Will 4

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Life Points: 34

Endurance Points: 35

Speed: 12

Essence Points: 20

Qualities/Drawbacks: Contact (Any) 2, Cruel -1, Military Rank 5. Ecclesiastic Agents also have Zealot.

Skills: Bureaucracy 4, Dodge 3, Guns (Handgun) 4, Guns (Submachine Gun) 3, Hand Weapon (Knife) 3, Intimidation 3, Martial Arts 3, Research/Investigation 3, Occult Knowledge 2, Questioning 5, Tactics (Urban) 2. Plainclothes detectives of the Criminal Branch add 1 to Questioning.

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: MP-16 Machine Pistol D8 x 4(16) (3 clips), Knife D4 x 2(4), two flash bang or tear gas grenades, hand radio

Armor: Class II Kevlar Vest (D6 x 2) + 14(20) sewn into the uniform, AoR Flak Coat (D6 x 2) + 7(13)

Soul Police, Special Branch Operative

Roughly 60% are Believers.

Str 2 **Dex** 3 **Con** 3
Int 2 **Per** 2 **Will** 2

Life Points: 39

Endurance Points: 26

Speed: 12

Essence Points: 14

Qualities/Drawbacks: Cool Under Fire, Cruel -1, Hard to Kill 3, Military Rank 0, Obligation (Soul Police) -1, Paramilitary Training

Skills: Climbing 3, Dodge 2, Driving (Any Type) 3, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Assault Rifle) 3, Hand Weapon (Knife) 4, Intimidation 2, Martial Arts 3, Questioning 3, Tactics (Counter Terrorism) 4, Tactics (Urban) 3, Throwing (Sphere) 2

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

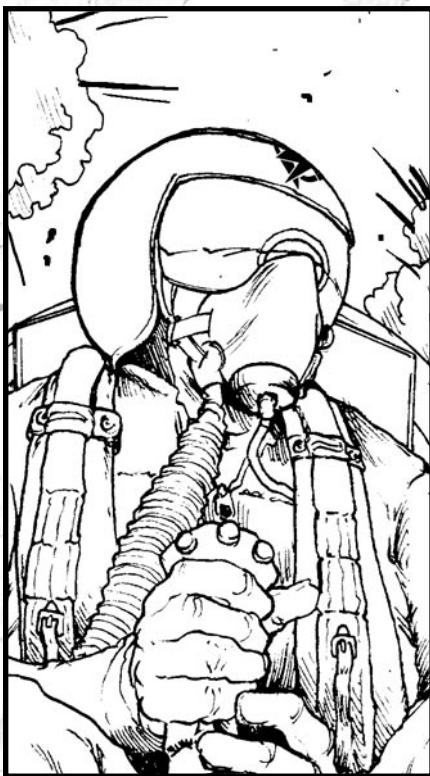
Equipment/Damage: KR-25 Carbine D6 x 5(15) (4 clips) with flash-light, 9mm Pistol D6 x 4(12) (2 clips);

two flash bang grenades, two smoke grenades, two tear gas grenades

Armor: Class IIIa Armor (D8 x 2) + 17(25) and Helmet (D8 x 3) + 18(30)

Elite Soldiers

Most elite soldiers are built using 15 to 25 points for Attributes, 5 to 15 points in Qualities (and up to 10 in Drawbacks), and 20 to 50 points in Skills. Over 95% of all elite soldiers are Believers.



Air Wing Ace Pilot

These are the crack pilots that lead squadrons and vex Cast Members.

Str 2 **Dex** 5 **Con** 3
Int 3 **Per** 4 **Will** 3

Life Points: 30

Endurance Points: 29

Speed: 16

Essence Points: 20

Qualities/Drawbacks: Aviator MOS, Command MOS, Hotdog 2, Military

The Army of Revelations

Rank 4, Obligation (Squadron) -1.
Roughly 65% have Military Academy.

Skills: Brawling 2, Bureaucracy 3, Driving (Any Type) 1, First Aid 2, Guns (Assault Rifle) 3, Guns (Appropriate Aircraft) 6, Instruction 3, Navigation 5, Piloting (Appropriate Aircraft) 6, Piloting (Appropriate Aircraft) Specialty, Sport (Parachuting) 2, Survival (Forest) 2, Swimming 1, Systems Operation (Communications) 4, Systems Operations (Radar) 4, Tactics (Aerial) 4

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: Flight Suit, 9mm Pistol D6 x 4(12) (2 clips), hand radio

AoR Air Kommando

Str 3 Dex 4 Con 4
Int 4 Per 3 Will 3

Life Points: 47
Endurance Points: 35
Speed: 16
Essence Points: 21

Qualities/Drawbacks: Combat Engineer MOS, Communications (Basic) MOS, Infantryman MOS, Systems Operator MOS, Airborne School, Hard to Kill 3, Military Rank 0, Nerves of Steel

Skills: Bureaucracy 2, Demolitions 3, Driving (Any Type) 2, Engineer (Construction) 3, Engineer (Fortification) 3, Electronics 2, Guns (Assault Rifle) 4, Guns (Handgun) 2, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 2, Language (Military) 2, Martial Arts 2, Navigation 3, Sport (Parachuting) 4, Stealth 3, Survival (Artic) 2, Survival (Forest) 3, Swimming 2, Systems Operations (Radar) 2, Systems Operations (Radio) 4, Throwing (Sphere) 3

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-22 Rifle D8 x 4(16) (6 clips), bayonet D6 x 3(9), five offensive grenades, two smoke grenades

Armor: Class IIa body armor AV (D6 x 2) + 9(15)

AoR Crimson Legionnaire

Str 4 Dex 4 Con 5
Int 3 Per 4 Will 3

Life Points: 58
Endurance Points: 41
Speed: 18
Essence Points: 23

Qualities/Drawbacks: Infantryman MOS, Special Operations MOS, One MOS of choice, Airborne School, Cruel -1, Hard to Kill 4, Military Rank 1, Nerves of Steel, Obligation (Crimson Legion) -3, Squadmate, Survivor 1, Zealot

Skills: Climbing 3, Demolitions 2, Drive 2, Guns (Handgun) 4, Guns (Submachine Gun) 2, Guns (Machine Gun) 3, Guns (Assault Rifle) 4, Hand Weapon (Knife) 4, Martial Arts 3, Navigation 3, Notice 3, Running (Marathon) 2, Sport (Parachuting) 4, Stealth 2, Survival (Desert) 2, Survival (Forest) 2, Survival (Jungle) 2, Survival (Mountains) 2, Swimming 2, Tactics (Small Infantry Unit) 3, Tactics (Urban) 3, Throwing (Sphere) 2. 1 skill point to spend on the MOS choice's skills.

Special Powers: Mark of Leviathan abilities.

Equipment/Damage: KR-44 Silenced Rifle D8 x 5(20) (4 clips, HUD scope), MP-16 Machine Pistol D8 x 4(16) (3 clips), Survival Knife D4 +1 x 4(10), three offensive grenades, one defensive grenade, two flash bang grenades

Armor: AoR Battle Dress (D8 x 4) + 20(36) with HUD Helmet Laser Sight (as per the US Combat Armor and M-16A4), AoR Flak Coat (D6 x 2) + 7(13) or Class IIIa Armor (D8 x 2) + 17(25)

AoR Mountain Legionnaire

Str 3 Dex 3 Con 3
Int 2 Per 2 Will 2

Life Points: 46
Endurance Points: 79
Speed: 12
Essence Points: 15

Qualities/Drawbacks: Infantryman MOS, Heavy Weapons MOS, Cool Under Fire, Cruel -1, Enduring, Hard to Kill 4,

Chapter 6

Hardy 5, Military Rank -1, Recklessness -2, Rugged 2, Survivor (Cold) 3

Skills: Brawling 4, Climbing 4, Demolitions 3, Driving (Car) 1, Guns (Assault Rifle) 3, Guns (Choose between Machine Gun, Grenade Launcher, Mortar, or Missile Launcher) 3, Hand Weapon (Bayonet) 2, Hand Weapon (Knife) 2, Notice 2, Sport (Skiing) 3, Survival (Mountains) 4, Tactics (Infantry Small Unit) 3, Throwing (Sphere) 2, Weight Lifting 2

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-22 Rifle D8 x 4(16) (6 clips) and one in four will have a 40mm grenade launcher (12 grenades) and/or appropriate heavy weapon, survival knife (D4 +1) x 3(9), five offensive grenades, two smoke grenades, mountaineering kit, binoculars, cold weather gear, rope, snow goggles

Armor: Class IIa body armor AV (D6 x 2) + 9(15)

Fleet AID Operator

Str 4 **Dex** 4 **Con** 5
Int 3 **Per** 4 **Will** 3

Life Points: 55

Endurance Points: 41

Speed: 18

Essence Points: 23

Qualities/Drawbacks: Diver MOS, Sailor MOS, Special Operations MOS, Airborne School, Close-Quarters Combat, Cruel -1, Good Luck 2, Hard to Kill 3, Humorous, Military Rank 0, Nerves of Steel

Skills: Demolitions 2, Demolitions (Underwater) Specialty, Driving (Cars) 2, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (Rifle) 2, Guns (Submachine Gun) 4, Hand Weapon (Knife) 4, Intimidation 2, Martial Arts 3, Mechanics 2, Navigation 3, Piloting (Boat) 2, Sport (Diving) 3, Sport (Parachuting) 3, Survival (Forest) 1, Survival (Ocean) 2, Swimming 5, Systems Operations (Any Type) 3, Throwing (Sphere) 2

Special Powers: Non-Believers have none. Believers have Mark of Leviathan abilities.

Equipment/Damage: KR-25 Carbine D6 x 5(15) (4 clips) with dual suppressor, one in four will have a 40mm grenade launcher (12 grenades), 10mm Pistol D6 x 5(15) (2 clips) with silencer, Survival Knife D4 +1 x 4(10), three offensive grenades, two flash bang grenades

Armor: Class IIIa Armor (D8 x 2) + 17(25)

Order of the Apostle Agent

Str 4 **Dex** 4 **Con** 5
Int 3 **Per** 5 **Will** 3

Life Points: 61

Endurance Points: 41

Speed: 18

Essence Points: 24

Qualities/Drawbacks: Infantryman MOS, Special Operations MOS, One MOS of choice, Airborne School, Cruel -1, Hard to Kill 5, Military Rank 1, Nerves of Steel, Obligation (Crimson Legion) -3, Obligation (Dark Apostle) -3, Squadmate, Survivor 2, Zealot

Skills: Climbing 4, Demolitions 2, Drive 3, Guns (Handgun) 5, Guns (Submachine Gun) 2, Guns (Machine Gun) 3, Guns (Assault Rifle) 5, Hand Weapon (Knife) 5, Martial Arts 5, Navigation 3, Notice 4, Running (Marathon) 2, Sport (Parachuting) 4, Stealth 3, Survival (Desert) 2, Survival (Forest) 3, Survival (Jungle) 2, Survival (Mountains) 2, Swimming 2, Tactics (Small Infantry Unit) 5, Tactics (Urban) 4, Throwing (Sphere) 3

Special Powers: Mark of Leviathan abilities.

Equipment/Damage: KR-44 Silenced Rifle D8 x 5(20) (4 clips, HUD scope), MP-16 Machine Pistol D8 x 4(16) (3 clips), Survival Knife D4 +1 x 4(10), two offensive grenades, four flash bang grenades

Armor: AoR Battle Dress (D8 x 4) + 20(36) with HUD Helmet Laser Sight (as per the US Combat Armor and M-16A4), AoR Flak Coat (D6 x 2) + 7(13) or Class IIIa Armor (D8 x 2) + 17(25)

Soul Police Commissar

Str 3 **Dex** 4 **Con** 3
Int 3 **Per** 3 **Will** 4

The Army of Revelations

Life Points: 34
Endurance Points: 35
Speed: 14
Essence Points: 20

Qualities/Drawbacks: Contacts (AoR) 2, Contacts (Soul Police) 2, Contacts (CoR) 2, Cool Under Fire, Cruel -3, Military Rank 1, Obligation (Church of Revelations) -3, Obligation (Commissariat) -2, Obsession (CoR Purity) -1, Status 2, Zealot

Skills: Bureaucracy 4, Dodge 3, Guns (Handgun) 3, Guns (Submachine Gun) 3, Hand Weapon (Knife) 4, Intimidation 4, Martial Arts 2, Questioning 4, Streetwise 2, Surveillance 3

Special Powers: Mark of Leviathan abilities.

Equipment/Damage: MP-16 Machine Pistol D8 x 4(16) (3 clips), Knife D4 x 2(4), binoculars, hand radio

Armor: Class II Kevlar Vest (D6 x 2) + 14(20) sewn into the uniform and AoR Flak Coat (D6 x 2) + 7(13)

Thulite Assassin

Str 4 (+1)
Con 4 (+1)
Per 3
Dex 5 (+1)
Int 3
Will 3

Life Points: 61
Endurance Points: 38
Speed: 18
Essence Points/Taint: 47

Qualities/Drawbacks: True Immortal, Special Operations MOS, Adversary (Lodge of the Undying) -2, Airborne School, Close-Quarters Combat, Cruel -3, Hard to Kill 2, Infantryman MOS, Military Rank 1, Nerves of Steel, Obligation (Order of Thule) -2, Zealot

Skills: Demolitions 3, Driving (Cars) 2, Guns (Assault Rifle) 4, Guns (Handgun) 5, Guns (Rifle) 3, Guns (Submachine Gun) 4, Hand Weapon (Knife) 4, Martial Arts 4, Navigation 3, Sport (Diving) 2, Sport (Parachuting) 3, Stealth 5, Survival (Forest) 2, Swimming 3, Tactics (Guerrilla) 3, Throwing (Sphere) 2.

Special Powers: All common True Immortal Powers, Believer Powers



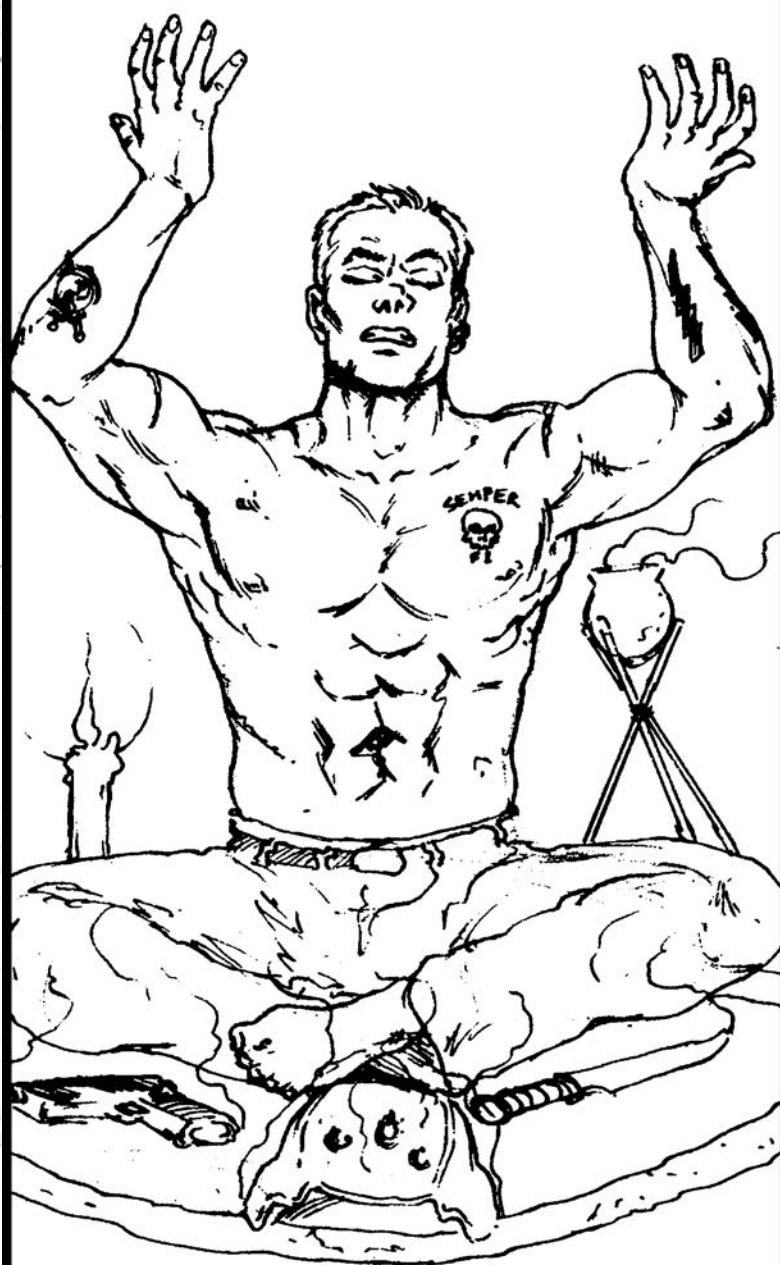
Equipment / Damage: KR-25 Carbine D6 x 5(15) (3 clips, HUD connection, dual suppressor), PSS Silenced Pistol D6 x 4(12) (3 clips), Large Knife D4 x 4(8),

Armor: Usually none

Chapter 7: Metaphysics of Battle

*Magnificent! Compared to war,
all other forms of human endeavor
shrink to insignificance. God help me,
I do love it so!*

—General George S. Patton, Jr.



Chapter 7

Like thunder rising from the ground, the massive howitzers to the left fired yet another barrage, a flaring light briefly stabbing out into the night before No Man's Land settled back into darkness.

"Damn, sure sounds like we're in for a hell of a night, eh, Smitty?"

"Don't ask me, Harvey. I'm just hoping those guns will finally make me deaf—maybe then I'll be able to get some sleep!" The familiar joke drew a round of soft laughter from everyone in ear shot. A bit farther away and the trenches helped muffle the howitzer's firing, but being as close as Smitty and his companions were to where the shells were striking meant the trenches amplified and funneled the sound instead. Sleep was a long-missed memory to those posted to guard the gun pits.

"Hey, Smitty, maybe it's just the ringing in my ears, or perhaps I'm finally going nuts, but did you hear something out there?"

Like everyone else, Corporal Donald "Smitty" Smith pressed up to the trench's lip and peered over into the cratered battlefield, careful not to go too far lest a sniper ring his bell. The usual sounds of No Man's Land floated through the night: the clanging of shells from the gun pits, the distant chatter of machine guns, and the faint wailing of the wounded and dying—but nothing more.

"Christ, there it is again, Smitty. Now this time I know I'm not crazy." Smitty agreed, because he'd heard it, too. A faint thump and pop, both irregular and regular at the same time. It was a familiar sound, the sound of booted feet sneaking through the sucking mud.

Suddenly wide awake, Smitty signaled a nearby private to radio in the situation, while he whistled softly to get everyone's attention. "All right, gents, we've got incoming foot on our Twelve. From the sound of it, they're close enough to give us a lap dance. Everyone up on the firing step, and don't wait for it—if you see movement, put it down!"

To their credit, Smitty's men acted like the pros they were and checked clips and weapons before lining up against the trench's rim.

The dull slopping of mud was definitely louder. So loud, in fact, Smitty wondered why he could not hear anything else that normally heralded a mass of moving troops. Where were the muffled curses of a stubbed

toe or stuck foot? Where was the ragged, panting breath of exertion and fear that only comes after trekking all the way across No Man's Land in the dark?

Something did not feel right.

And then he saw why.

"Fall back!" he shouted with cracking panic. "Fire and fall back to the gun pits!"

Without question, the troopers dropped down into the trench and sped along its zigzagging depths towards the howitzers, stopping only to take their turn covering the withdrawal.

Harvey had obviously not seen what Smitty had, but discipline and training held, so he followed the command and waited until he and the Corporal were the only ones back, covering the rear, before questioning his friend. "What the hell are you doing, Smitty?"

"Harvey, we didn't hear them sneaking up on us for a reason. They're ..."

There was no need to finish. The howitzers thundered again as their flash lit up the shapes skulking through the darkness and dropping into the trench. In that brief moment of light, dead eyes had stared directly at Private Harvey Traylor. Dead eyes staring from a face with flesh peeling from the bone.

The terror gripped Harvey in its vice, and it took a full clip from Smitty's gun into the dead thing's maggoty head to snap him back. "Oh shit, Smitty, what the hell are we going to do against ... THAT?"

"The best we can, Harvey, but not from here. I'll hold them back as long as I can, but if I'm not in the gun pit inside of two minutes, you blow the claymores and turn this section into a parking lot, got it?"

Harvey felt like he should say something, but his training never covered what to say when your best friend has all but told you he is about to sacrifice his life to save yours. Simple. There was nothing to say. Harvey merely nodded and ran down the trench to ready the gun pit's defenses and carry out Corporal Smith's order.

Smitty unloaded his weapon into a second form as it shambled towards him, but this time, the thing did not drop. The thing took another full clip in the chest before it fell into the mud and lay still. "No," he thought to himself with a laugh, "I don't expect I'll be getting any sleep tonight after all."

Metaphysics of Battle

The emotions and energy of battle are a powerful thing, and one does not need to be Gifted to feel it. Emotions are never hotter, nor life more precarious, than when surrounded on all sides by brutal, undiscerning death. Now, add to this phenomenon the circumstances of the End Times, and the Earth becomes one big magical party waiting to happen.

This chapter covers new elements of Magic and Metaphysics that are most applicable to combat situations, especially battlefields, more than anywhere else, as well as some mixed material tossed in for good measure.

Battlefields of Power

A battlefield is a terrible thing to behold, be the observer mundane or Gifted, but to the latter, a site of combat holds horrors invisible to the lay soldier. When

people die, their Essence (or Taint) is released as their soul flees from the flesh, leaving a maelstrom of energy spurred to violent excitement by the nature of its bodily escape. Normally the energy dissipates in a matter of minutes, but sometimes the sheer volume, combined with the emotional power conjured by battle, traps the energies for a while (and sometimes, permanently.)

When a battle takes place, a Chronicler may choose to declare the location a temporary place of power, or he can roll to determine the result. The first step is noting any modifiers to the roll based on a variety of conditions

Minor battlefield Places of Power have an Essence overflow equal to five times the site's previously determined Battlefield Place Of Power Modifier, whereas a major battlefield Place of Power has an Essence overflow equal to ten times that same modifier; a modifier of 0 or less results in one measly point.

Battlefield Place of Power Modifiers

These modifiers only apply to the Primary Roll on the Battlefield Places of Power Effect Table.

EVENT/CIRCUMSTANCE	MODIFIER
Per 400 non-supernatural/non-Metaphysical people killed	+1
Per ten "minor" supernatural creatures or Gifted killed (50 to 100 Essence/Taint)	+1
Per two "major" supernatural creature or Gifted killed (100+ Essence/Taint)	+1
Per 500 Essence/Taint expended during the battle on supernatural or Gifted abilities	+1
Death toll over 1,000 in less than an hour	+2
Death toll over 10,000 in less than a day	+3
Neither side could claim a clear victory	-4

Battlefield Place of Power Effect (D10)

PRIMARY ROLL	SECONDARY ROLL	EFFECT
1 to 8	—	Nothing happens
9	1 to 3	Becomes a minor Place of Power for D4 days*
—	4 to 5	Becomes a minor Place of Power for D8 days*
—	6 to 7	Becomes a minor Place of Power for D4 weeks*
—	8 to 9	Becomes a minor Place of Power for D4 months*
—	10	Becomes a minor Place of Power for D10 months**
10	1 to 7	Becomes a major Place of Power for D8 days*
—	8 to 10	Becomes a major Place of Power for D4 weeks**

* The effect is temporary and returns to normal once expired

** At the end of that time, make another roll with half the previous modifier. If the result is equal to or greater than 10, the Place of Power becomes permanent.

Chapter 7

It is possible that all the rage, aggression, and death permeating such mystic locations, permanent or otherwise, turn it into a wellspring of Taint rather than Essence. Roll D10 and if the result is less than or equal to the site's Battlefield Place of Power Modifier, rage and hate have corrupted the overflow, and provides Taint rather than Essence.

See pg 201 of *Armageddon* for more information on Places of Power.

Tainted Places of Power

Those with an Essence Pool who try to draw upon a Place of Power with a Taint overflow suffer D4(2) Essence loss per point they tried to tap, and the attempt automatically fails. Taint's presence should be unmistakable to most Gifted and supernatural beings, though, so such mistakes are rare.

New Items of Power

BLOOD CRYSTAL

This crystal (*Armageddon*, pg 201) has been soaked in the blood of an innocent sacrifice, allowing it to perform in the usual manner, except it only influences Taint.

GUNPOWDER

Representing the explosive potential for violence, gunpowder used in combat-oriented or attacking Invocations adds 5 extra Essence to the process. When added to Metaphysics involving fire, gunpowder allows the Magician to treat his Essence Channeling as one level higher.

HUMAN BONE

Powdered human bone used in the casting of the Spirit Mastery Invocation mystically grounds the Magician, granting a +1 bonus to the Focus Task.

HUMAN FLESH

The lost potential in the remains of the dead is a potent catalyst. A human's dead flesh in necromantic or elemental Metaphysics adds 5 extra Essence to the process. If the person died in battle, increase this to 10 Essence for elemental Metaphysics only.

New Invocation Effects

BLESSED WEAPON (BLESSING)

**2 Essence per +1 attack or damage bonus/
Essence per +1 attack or damage bonus
per bullet**

The Magician alters Reality to increase the luck of a weapon or ammunition in battle. This effect gives the weapon a +1 bonus to attack and/or damage per two Essence spent. This blessing may be applied to one Task/Test, or it may be split as desired among many such attempts.

Blessing a firearm or similar modern weapon requires one Essence per round of ammunition it contains (thus, if an assault rifle has a capacity of 30, blessing the weapon requires thirty Essence per +1 bonus, whereas blessing a single-shot howitzer requires one Essence.) Such weapons must use the entire bonus all at once, although it may be split between the attack or damage, as declared before an attack roll is made. Anyone may use the weapon once blessed, but once the Luck bonuses are spent, the Blessing ends.

Creatures with vulnerabilities to a particular substance are treated as though struck by such a substance when attacked with a Blessed Weapon.

COURAGE (AFFECT THE PSYCHE)

2 Essence

The target's heart is emboldened, making him more resistant to Fear. A bonus versus Fear effects equal to the Focus Task's Success Levels is gained and lasts one minute per Success Level. The Focus Task should suffer a penalty if the target is already afraid or panicked. More than one target may be influenced simultaneously, but a single Focus Task is used, and

Metaphysics of Battle



it suffers a -1 penalty per person beyond the first. The Essence cost for multiple targets must be paid as one sum.

ENHANCE EXPLOSION (ELEMENTAL AIR)

Variable Essence

By infusing an explosive device with Essence, the reality of the physics behind its damage potential is altered. The Magician can opt to increase its Damage Multiplier by the Focus Task's Success Levels at an Essence cost of the weapon's average damage at Ground Zero divided by 10 (rounded up), or he can increase the area of effect at an Essence cost of 1 per 5 yards added to the Maximum Range listing, although Ground Zero and General Effect remain unchanged. Essence spent in this way does not return until the Invocation is released or the device detonated.

FOG OF WAR (GREATER ILLUSION)

Prerequisites: Lesser Illusion

10 Essence per acre

This Invocation calls down a veil of confusion upon a set area, causing disorientation for anyone within who attempts aggressive action. The Magician must pass a Simple Willpower Test for this spell to work, otherwise the Essence is lost needlessly. If successful, anyone within the area performing mildly aggressive or violent activity suffers a penalty to such actions equal to the Magician's Willpower Test Success Levels. If the intention is very aggressive or violent, the penalty is equal to twice

the Success Levels. The effects remain for as many minutes as Success Levels (leaving the fog removes immediate affects on anyone suffering penalties), although spending the Essence again extends the duration for the same length of time.

SOULFIRE BURST (GREATER SOULFIRE)

Prerequisite: Soulfire

A soulfire burst works much like a soulfire blast (*Armageddon*, pg 221), except the soulfire extends outwards in all directions from the magician, who stands unharmed at the burst's epicenter. Damage is Ground Zero (1 yard x half Essence spent): D10(5) x half Essence spent; General Effect (1 yard x Essence spent): D6(3) x half Essence spent; Maximum Range (2 yards x Essence spent): D4(2) x half Essence spent. Round up all fractions.

TACTICAL BOOST (AFFECT THE PSYCHE)

3 Essence

The inevitable emotional turmoil of combat is reduced from a din to a whisper, allowing incredible clarity of thought and focus. The target receives a "bonus pool" equal to the Focus Task's Success Levels, and each Turn the target may split the pool among the following: initiative (if that system is used) or aiming rolls, Tactics or Notice Tasks, or Perception Tests. How the bonus is used must be declared before any rolls are made. The effect lasts for two Turns per Success Level.

Lesser Taint Invocation

Taint Invocations feed upon the corruption—the anti-reality—of Taint. Only Magicians with a Taint pool may learn and cast these Invocations because the Magician's soul must carry the mark of such darkness. Taint Invocations work to unravel Reality and Essence. Anyone victimized by Taint Invocations feels dirty and foul, but the experience is far worse for Magicians, Seers, and supernatural beings with Essence Pools.



CONDUIT

5 Taint

Increase the secondary Invocation's cost by 10

The Magician can use any Believer within telepathic range of the Mark of Leviathan as a conductor to cast a secondary spell, to follow. Essentially, the conduit Believer is the point of the secondary Invocation's origin. Conduit must be cast first with the Invocation to be conducted following within as many Turns as the Magician's Willpower levels, otherwise the Conduit collapses, wasting the 5 Taint Points.

The conduit is aware of his role in the casting and must aim the Invocation for the caster under the latter's usual conditions for casting. Afterward, the conduit feels fouled, is drained of all Essence or Taint, and suffers D10(5) Endurance damage.

DARK RESONANCE

2 Taint per point of Essence blocking

The Tainted Magician tries to create a mystic block within the target, denying the latter access to some or all of his Essence Pool. Gifted or supernatural targets immediately become aware of the attempt, allowing them a Resisted Simple Willpower Test against the Magician's Focus Task. If the Magician wins this battle of wills, a

blockage is created that denies the target access to the indicated number of Essence Points. The Tainted Magician cannot regain Taint spent on creating the block until it is voluntarily released or broken, a process the victim may attempt every Turn by making a Resisted Difficult Willpower Test against the Magician's Invocation level and Willpower.

FOUL BLESSING

1 Taint per +1 Good Luck bonus

This blessing works like a regular Good Luck blessing with two important exceptions: the Taint used must come from a battlefield Place of Power (not even from the Magician himself), and the Luck bonus can only be used on combat rolls. Essentially, the Magician acts as a conduit for the violent energies of conflict and battle.

SEEPAGE

5 Taint per acre

The Magician allows Taint to flow from himself into the environment, fouling it. Flora at the effect's furthest extent becomes ill and withers, while flora closest to the Magician dies. Animals that can flee do so, while those unable to run become ill, melancholy, or abnormally aggressive. Creatures and people sensitive to Taint can easily sense it and its potency the closer they are to the source.

Metaphysics of Battle

Any Magician, creature, or item that can do so and is in the seepage area can draw Taint from the source Magician as though the latter was a Tainted Place of Power, although a Resisted Simple Willpower Test is required if the Magician does not wish to relinquish his Taint. The seepage continues for as long as the Magician desires and has Taint, and its area of effect follows the Magician as he moves. The Taint used to maintain the seepage cannot be recovered until the Magician voluntarily ends the Invocation.

Greater Taint Invocation

Prerequisites: Lesser Taint

This Greater Invocation allows the Magician to work great changes with Taint. A major issue with these Effects is that they are so infused with Taint that they act like a beacon, allowing anyone sensitive to Taint to take notice over great distances.

GIFT OF TAINT

20 Taint per Success Level/20 Taint for failure

It is possible to imbue an item with Taint, corrupting it like living flesh. To do so, the Magician must choose a desired (and appropriate) ability, as per "Tainted Gear" (pg 330), and make a Simple Willpower Test. If the Magician attains sufficient Success Levels, the item gains the desired ability at a cost of 20 Taint per Success Level. Failure costs 20 Taint, and the item remains unchanged, nor can an attempt be made again for that item, by that Magician or anyone else, for D10(5) days. Chroniclers should decide what abilities (or combinations thereof) are too powerful for a particular item to contain.

POISON THE WELL

Taint cost varies

This incredibly foul, corrupting effect depletes a Place of Power's Essence and replaces it with Taint. To succeed, the Magician must make a Resisted Focus Task against the site's power—the site rolls D10 and adds a +1 bonus per 10 points (rounded down) in its Essence Pool. If the Magician is successful, one Essence per Success Level

is drained every thirty seconds, costing 1 Taint per Essence point, after which the pool must be replenished to its full capacity with Taint (from the Magician and/or Tainted assistants) at the same rate. If the Invocation is interrupted before the Taint pool is completely filled, the casting fails, wasting all spent Taint Points, at which point the Place of Power's Essence will return normally as if depleted by use.

UNRAVEL

10 Taint per Success Level of the action to be undone.

Unravel allows the Magician to warp Reality's threads to undo another person's success. To work, the Invocation must be cast within one Turn of the targeted action's success per two points of the Magician's Willpower, rounded down. If the Magician can act in time, he must make a Resisted Focus Task against the target's Simple Willpower Test. The target adds as a bonus to his Willpower the Success Levels of the action that is to be unraveled. The Magician's success means time spins backwards, and the action unravels as though the target had failed his Task or Test, effectively erasing the initial success from Reality, including everyone's memory of it except for his own.

Taint, Madness, and Corruption

Exposure to Taint without the benefits of a Mark of Leviathan through which to filter the energy can prove disastrous. Not only can it drive the Tainted one mad, but it can twist his body and destabilize the Reality around him, like acid eating at Reality's intertwining threads.

Anchor

Most people exposed to Taint without the benefit of the Mark of Leviathan die, go completely insane, or are corrupted beyond redemption, but some, such as the Mockers (see *Witchcraft's Abomination Codex*), resist. The difference is a powerful desire, obsession, or emotion—an Anchor—that allowed them

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to resist sinking into insanity. Some possible Anchors are anger, fanaticism, friendship, love, and revenge. As long as the emotion or desire persists, the character has a chance to resist the tidal urges of Taint. A Mark of Leviathan works much like a more powerful Anchor, except that it serves that monstrosity's will and not that of the Tainted one.

An Anchor is purchased like a Special skill, and is used with Willpower to resist Taint's negative influences. The player must decide what passion or obsession acts as the Cast Member's Anchor. Generally, the characteristic involves a Mental Drawback worth at least 2 points. In most cases, an Anchor and Willpower Task is required when the character uses Taint Powers or Taint Invocations extensively (more than three uses in the space of a few minutes, for example), or whenever indicated under a specific Taint Power. On a failure, the character accumulates at least 1 Madness Point.

Tainted Aura: An Anchor also aids a Tainted one in resisting the Gifted from viewing the Taint in his aura. To see the Tainted one's Essence Matrix for what it is, the Gifted needs to achieve at least as many Success Levels as the Tainted one's Anchor level. The Gifted observer gains a bonus equal to 1/10th the Tainted one's Madness Pool (see the following.) If not successful enough, the observer sees the Tainted one as a Gifted of unknown ability, and perhaps a hint of something else. Further attempts to probe the Tainted one's aura, such as with abilities like Mindsight or the Insight Invocation, are resisted by the Tainted one's Willpower and Anchor level, unless he is willing to let himself be examined.

Madness Pool

Tainted characters not grounded by the Mark of Leviathan are always courting insanity, resulting in a Madness Pool, which measures the mental effect of their exposure to the Otherworldly corruption of Taint. Tainted characters start with a Madness Pool equal to 1/20th of their Taint Pool, rounded down. Additional Madness

Points are gained in the course of the game, mainly as the result of failed Anchor and Willpower Tasks. Other situations, like close encounters with powerful creatures of Taint, may cause further gains in Madness, typically in the 1- to 4-point range.

The pool can be diminished in some cases. Neither psychotherapy nor conventional psychiatric drug treatments work, but the character may be rid of some of his burden by undergoing Catharsis, a time during which the character gives free rein to his dark side, temporarily exhausting it. Catharsis is risky for both the Tainted character and those around him. During Catharsis, the Tainted one goes berserk, indulging in any and all lusts and urges he normally keeps repressed. He may easily harm others while this state lasts, usually for D4(2) hours. If this happens, he may lose one level of his Anchor skill, at the Chronicler's discretion. At the end of Catharsis, the character rolls an Anchor and Willpower Task. If successful, he loses D4(2) points of Madness, plus one for every Success Level of the Task. The Madness Pool can never be reduced below 1/20th the character's Taint Pool, however.

Effects of Madness

Whenever the character's Madness Pool is higher than double his Willpower, he gains a 1-point Mental Drawback, often a Delusion or Obsession, or an enhanced version of an existing Mental Drawback. Every time the Madness Pool rises to another multiple of Willpower (x 3, x 4, and so on), the character gains another point worth of Mental Drawbacks. Finally, when the character's Madness is greater than Willpower x 20, the character is overcome with Taint—he ceases to be a Cast Member and becomes a slave of Leviathan, whether or not he already served Leviathan, under the Chronicler's control. The character does not gain any Drawback points from the mental problems.

Taint Effects

Suffusing oneself with anti-reality can cause some disturbing effects to fall

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upon Tainted ones. Usually the effects are temporary, lasting anywhere from a few minutes to several days, but sometimes they become permanent, especially for those Tainted who have welcomed the darkness and continue to expand it within themselves. Some examples follow:

Aural Resonance: The character emits a low, unpleasant buzzing at a pitch beyond man's ability to hear, but animals are pained by it. Instead, people feel the resonance through their bodies, which disturbs and annoys them, but they do not fully understand why unless able to detect Taint.

Death Aura: Small animals, insects, and plants die if they come within one foot (0.3 m) of the character.

Minor Temporal Distortion: Time warps in slight ways around the character, covering him and a surrounding one-yard area. Roll any die. If the roll is even, time runs faster within this "bubble," and on an odd roll, it moves slower. The variation is minor—never more than 20%, but enough to be noticeable.

Spatial Twist: Space is a bit off its normal anchor around the character, surrounding him with minor spatial

abnormalities. Flashing back and forth between normal and altered, the character and up to one yard around him, in whole or in part, becomes inverted, flipped, spun, twisted, making attacks and some other Tasks and Tests (Chronicler's discretion), more difficult, imposing a -D4 penalty.

Stink of Decay: Anything within one-yard of the character begins to smell rotten, corroded, or decayed. Living creatures and inanimate objects alike are affected, although their actual condition is not altered in the least. The smell lingers for D8(4) minutes after the character's passing.

Visual Inversion: The character sees everything in black and white, like a photograph's negative. Any Task requiring color perception is likely to fail, and the character has a -1 penalty to visual Perception Tasks or Tests.

Taint Powers

Use of Taint Powers requires the Taint Quality, at least one level of Taint Pool, and one level of Taint Channeling. Even Adepts and True Believers cannot access Taint Powers without these abilities.

Taint Powers cost 5 points each during character creation, or 10 experience points once the game is under way. Most powers do not require Tasks or Tests, merely the indicated amount of Taint. Anyone with access to Taint Powers automatically gains Tainted Touch and Unveil.

DEVOLUTION 15 Taint

This is the ability to temporarily transform oneself into the likeness of a creature of Taint. The char-



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acter's flesh and bone turn into outer-dimensional matter, unnaturally strong and resilient. If wounded, the character does not bleed, but instead oozes a black, corrosive ichor. The Tainted one's perceptions are altered, with the world looking strange and surreal, an alien and hostile place.

All of Nature is arrayed against a Devolved one: animals flee, or, if cornered, attack recklessly; people automatically feel fear and loathing toward him, for no apparent reason. Eventually, Reality itself rejects the Tainted one, causing him to implode violently into nothingness.

Using the power automatically gains the character one Madness Point. The character can safely remain in Devolved form for up to one minute (12 Turns), after which a successful Anchor and Willpower Task is required every Turn at a cumulative -1 penalty for each Turn beyond the safe limit. Failure results in another Madness Point. After more than two minutes, the character must pass a Survival Test every other minute, or he is obliterated in an Essence backlash!

While Devolved, the character gains +4 Strength, +2 Dexterity, and +4 Constitution, also raising Life Points accordingly. All physical attacks inflict only half damage (including slashing weapons, bullets, and other attacks that normally do double damage; use the basic damage roll, then halve it.) The character gains a special attack (which may consist of claws, a striking extra limb, oversized mouth, or other monstrous characteristic of the player's choice) that inflicts D6(3) x Strength slashing damage.

INFECTION

Taint cost varies

A Tainted one can affect others with a glance, inflicting a number of painful physical and mental effects. This power requires a Resisted Simple Willpower Test, or Willpower and Infection skill (see sidebar.) If the Tainted wins, the victim suddenly has as much Taint as was spent in the attack.

Being infected with Taint is a horrible experience, causing pain, nausea, and a general feeling of misery comparable to a nasty attack of the flu. In game terms, the target has a -1 penalty applied to any mental Task or Test, including Magic or Gifted powers, for every 5 Taint Points (rounded up) in his system. Furthermore, the victim cannot regain Essence until the Taint has been purged from his system.

Getting rid of Taint takes some time, but is not difficult. Humans eliminate Taint at the same rate as they regain Essence, be it a mundane rate or that gained from Essence Channeling.

Infection Skill

Some Tainted become practiced with infecting others with Taint, and eventually develop a skill at using the power. This is a normal skill that does not replace the Simple Willpower Test until the skill level is higher than the character's Willpower. The skill's cost is above and beyond the power's cost.

NEGAPHYSICS

5 Taint

With this power, the Tainted can violate or invert some laws of physics, mainly gravity and kinetic energy, for a brief duration. If successful, the character can force people to "fall" upwards by reversing gravity, stop a bullet in mid-flight, or even have it reverse course, and the character can perform incredible feats of strength. Duration is typically 1 Turn. Some detailed effects are as follows.

Reverse Fall: The victim falls upward for 1 yard per Success Level of a Simple Willpower Test. If an obstacle is in the way, he takes normal falling damage on impact. The Tainted can also reduce damage from falls by 1 point per Success Level in a Simple Willpower Test.

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Negate Impact: Physical attacks can be slowed down or stopped. Each Multiplier level in any such attack is reduced by 1 level per Success Level in a Simple Willpower Test. Once the Multiplier is reduced to 1, damage is reduced by a number of points equal to the remaining Success Levels. The Tainted must be aware of the attack to use this ability.

Reverse Gravity: The Tainted can decide which way is "up" for him, allowing him to walk on walls and ceilings as if they were the floor. Alternatively, the character can "fall upwards," as per the Reverse Fall ability, but in a more controlled fashion.

Deadlift: Removing inertia and gravity allows the Tainted to lift enormous weights. For 1 Turn, the Tainted can move with tremendous ease any object weighing up to 1000 lbs (500 kg) x Strength. Once the power's influence is over, the effects of gravity and momentum return to normal. Used as a weapon, the "lightened" objects are not very effective, however. They do a mere D10(5) damage per 1,000 lbs (500 kg.) If they can be maneuvered to drop on someone, they inflict damage equivalent to Falling Damage, but add +1 to the D6 roll for every 250 lbs (125 kg.)

NEGALIGHTING

5 Taint

The Tainted can negate, reverse, or twist the flow of electromagnetic currents for a number of effects, the most common being disrupting or even destroying electronic devices. This power is not actually electricity control, but the manipulation of the natural forces of electricity. This power usually lasts 1 Turn.

Lights Out: The character can cause any electronic device to cease working for 1 Turn, affecting 1 yard per Willpower level of the character, or a specified object up to 10 yards x Willpower away. The objects are not damaged, and they resume working once the effect passes. Any unsaved information in a computer is lost, however.

Magnetic Surge: A powerful magnetic field surges around a selected target, causing nearby metal to be repelled or attracted with great power, depending upon the desired effect.

Repulsion causes any small metal objects in the target (from guns and ammo to keys and coins) to fly away at great speed, ripping through pockets and pouches on their way. The victim can try to hold on to an object in his hand by passing a Difficult Strength Test with a -12 penalty. If the target is near a large metal object, he is flung away instead. Treat this as a Resisted Simple Strength Test, with the magnetic force having an effective Strength of 5.

Attraction causes any small objects (under 1 lb/0.5 kg) within 10 yards to fly towards the target at near-bullet speed. Damage ranges from D6(3) points (a few keys and loose change) to D6 x 5(15) slashing (a bucket of nails.) Treat the magnetic force as having an effective Strength of 5 and an effect radius of 10 yards.

Burn: One electronic device within 10 yards can be destroyed with a surge that melts circuits and transistors. The Taint causes the item to overheat, melt, or catch on fire. People nearby suffer D6(3) to D10(5) points of electrical or fire damage. At the Chronicler's discretion, some military or high-tech items resist destruction unless the Tainted character passes a Simple Willpower Test at a penalty of -1 to -5, depending on the level of protection or hardening in the system.

Shield: The Tainted can twist electromagnetic forces around him, providing an AV equal to the character's Willpower x 10 against metal and electrical attacks. The shield works for 1 Turn.

TAINTED TOUCH

Taint cost varies

The character can heal D6(3) Life Points for every Taint Point spent. The power works on the character or other Tainted creatures, but attempt-

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ing to heal a normal person with this touch not only does not work, it inflicts 1 Life Point of damage for every Taint Point spent. In both cases, the character must touch the subject—unwilling victims may need to be held down (a Resisted Simple Strength Test, with the victim having a +2 bonus) or restrained in some other manner.

UNVEIL

Taint cost varies

The Tainted can reveal his true nature at will, radiating his Taint so that its effects touch even those who lack supernatural senses, terrifying them. This unmasking also acts as a psychic shield, protecting the character from any power that affects the senses or mind. Unveiling costs 1 Taint Point and lasts 1 minute. While Unveiled, the character gains a +3 bonus to resist any power that affects, attacks, or probes the mind. Each time the power is used, the Tainted must make an Anchor and Willpower Task to prevent gaining 1 Madness Point.

People who see the character's face while Unveiled are confronted with fearsome images from their own minds, using whatever scares them most. This is their mind's reaction to seeing something it cannot fully comprehend. Victims must pass a Fear Test with a -1 penalty for every 10 points in the character's Taint Pool (the total size, not the current value.)

WARPBOLT

1 Taint; 2 Taint per +1 to the Multiplier

This is a blast of dark energy that can injure both body and soul. The blast does D6(3) points of damage for every level of the character's Willpower, at the cost of 1 Taint Point. If more Taint is spent, damage is increased at the rate of 1 Multiplier level per 2 additional Taint Points spent. Range is equal to 10 yards plus 5 yards per Willpower level. The attack Task uses Dexterity and the character's Magic Bolt skill (see *Armageddon* pg 94.) Every time this power is used, an Anchor and Willpower Task must be passed at the end of the fight or 1 Madness Point is gained.

WARPSTEP

3 Taint per 25 yards

By twisting Taint around himself, the Tainted can punch a hole through Reality and step through it to the other side, much like teleporting. The Tainted can Warpstep up to 25 yards x Willpower. Such holes leave a distinct mark on Reality, both at the point of origin and the destination, much like viewing a tear in a piece of cloth. The hole fully heals itself after D4(2) days, but until then it can be sensed by anyone who can detect either Essence or Taint.

Tainted Gear Traits

Greater exposure to Leviathan increases the corruption of Taint within living beings, and, as it turns out, vehicles and equipment as well. Although the effect takes longer than with living (or even dead) flesh, the interaction between Tainted operator and his gear can sometimes infuse the latter with Reality's decay and dissolution. Many items simply cannot withstand such a process, and so it destroys them—something as small and inconsequential as a pen would literally rot, for example. Those items surviving the exposure become as visibly twisted and fouled as the effects wrought upon them.

To determine if the gear becomes Tainted, make a Taint "attack" against it by rolling D10 and applying the accompanying modifiers. Such an attack occurs once a month for small items, such as personal weapons, every four months for large items such as a car or pickup truck, every eight months for huge jet fighter-sized items, and a year or more for anything bigger.

If the roll is unsuccessful, nothing happens, but otherwise a characteristic of Taint befalls the gear, as determined by the attack's Success Levels and a random roll. Chroniclers may also assign a Taint characteristic by Success Level, as they feel appropriate. These effects are hardly exhaustive, and Chroniclers should make up their own to suit a specific item's nature, or to express the depravity of their imagination.

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Gear Taint Modifiers

OBJECT	MODIFIER
Weapon	+2
Vehicle, Small (e.g. motorcycle)	+1
Vehicle, Medium (e.g. car)	—
Vehicle, Large (e.g. helicopter, jet fighter)	-1
Vehicle, Huge (e.g. jumbo jet)	-2
Vehicle, Immense (e.g. battleship)	-D4 + 3(5) or more
OPERATOR TAINT POOL	
Less than 10	-2
11 to 30	—
Per range of 10 points above 30	+1
DEGREE OF CONTACT	
Near Constant	+2
Frequent	+1
Periodically	—
Uncommon	-1
Rarely	-D6 +2(5)

Gear Taint—1 Success Level (D6)

(1-2) Link: The operator and gear form a mental link, allowing the former to somewhat merge his mind to the item while in contact. This grants a +1 modifier to any Tasks or Tests made with the gear. If a weapon, the modifier only applies to Combat Tasks. This ability may only be accessed by the person who Tainted the item.

(3-4) Minor Essence Detector: Only available for sensory equipment, the gear can detect Essence levels of 100 points or more. This is limited to the item's normal restrictions, such as range and the necessity for a Task.

(5-6) Minor Taint Reservoir: The item absorbs ambient Taint and contains it for the operator's use. Up to 10 points may be held, recovering at a rate of 1 point every 4 hours.

Gear Taint—2 Success Levels (D6)

(1-2) Minor Healing: The item heals as though it were alive, regaining 1 point of lost Damage Capacity every day.

(3-4) Enhanced Taint Reservoir: As per Minor Taint reservoir, except it can hold 20 points.

(5-6) Taint Antennae: The item absorbs ambient Taint and channels it into the operator, doubling the rate at which the latter recovers spent Taint. The item cannot hold Taint in reserve unless another ability that allows this is also possessed.

Gear Taint—3 Success Levels (D4)

(1) All Seeing: D4(2) biomechanical eyes have grown at various points upon the vehicle, usually at locations otherwise considered blind spots to the operator and/or the vehicle's sensors. The eyes relay everything they see to the vehicle's sensory equipment. If this characteristic is taken again, choose to add more eyes, or enhance the existing eyes with Acute Senses (Vision), night-vision, infrared, or thermal vision. If not a vehicle, re-rolling is most likely appropriate.

(2) Aura of Taint: The item exudes a powerful aura of Taint. Living things not normally capable of sensing Taint feel uncomfortable around it (plants may actually wither if exposure is prolonged), while beings of Essence feel physical pain and distraction (-2 to all Tasks and Tests.) The range of this aura is 5 feet (1.7 m) for small items, while the largest items can have an aura of 100 feet (33 m) or more.

(3) Essence Stalker: A weapon with this Taint characteristic is drawn to Essence sources and seeks to do them harm. This has no benefit against targets of less than 30 Essence, but every 30 points of Essence beyond that grants a +1 modifier to attack against the target. Re-roll if not a weapon.



(4) Taint Fueled (Weapon):

Reusable weapons (those that require ammunition) draw upon the operator's Taint rather than physical munitions. Small arms (e.g., pistols and rifles) require 1 point of Taint per 15 rounds, portable support weapons (e.g. machine guns and light mortars) require 1 Taint per 5 rounds, light vehicle weapons (e.g., 20mm auto-cannons) require 1 point per round, heavy vehicle weapons and most artillery require 3 points per round, and extremely heavy weapons (e.g., battleship cannons) require 5 or more Taint per round. Creatures vulnerable to Taint suffer as though the ammunition were a Taint attack.

The ammunition provided is also limited by the amount the weapon can normally accommodate, meaning a light mortar only gains 1 round per point of Taint, despite a similarly classified machine gun gaining the full value of 5 rounds. Essence can replace Taint at double the required point cost, allowing living batteries of untainted prisoners and slaves to fuel some of the AoR's larger Taint weapons. Re-roll if not a weapon

Gear Taint—4 Success Levels (D4)

(1) **Bolstering:** The vehicle has become so infused with Taint that its performance is enhanced. Choose or roll D10 for one of the following improvements for each instance of applying this Taint characteristic:

- (1-2) +1/10 speed
- (3-4) +1/10 to Damage Capacity
- (5-6) +1/10 to Armor Value
- (7-8) +1 Toughness
- (9-10) +1 Handling

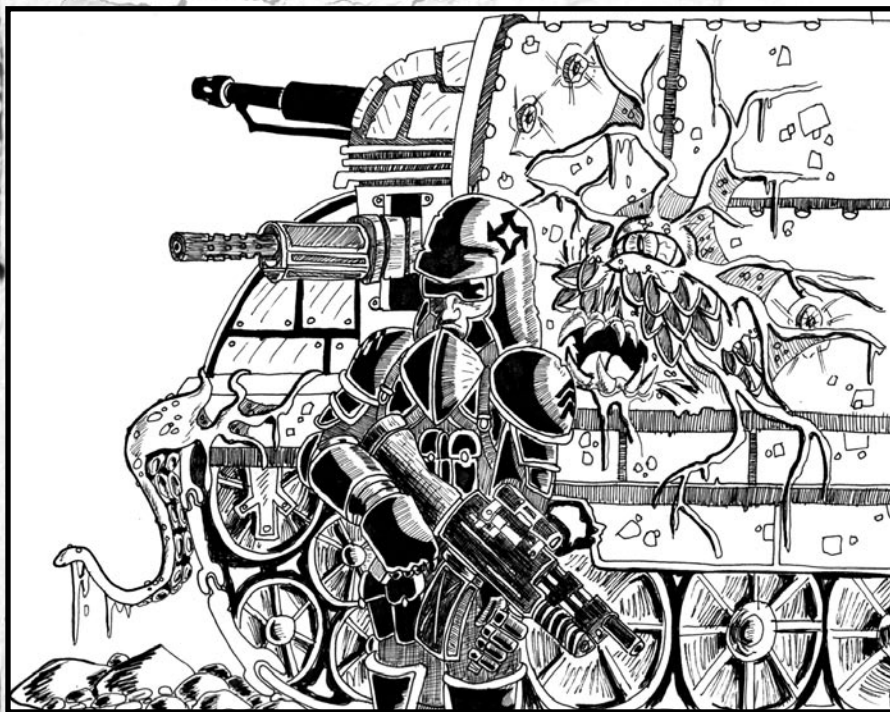
Re-roll if not a vehicle.

(2) Enhanced Essence Detector:

Functions in the same manner as the Minor Essence Detector, except it is better at its job, allowing the sensor to detect Essence levels of 50 points or more.

(3) **Enhanced Healing:** The item heals as though it were alive, regaining 1 point of lost Damage Capacity every six hours.

(4) **Essence Draining:** Taint infuses the weapon or its ammunition, causing it to inflict normal damage to Life Points and half that amount



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again to the target's Essence Pool. This cannot apply to explosions. Re-roll if not a weapon.

Gear Taint—5 Success Levels (D6)

(1-2) Taint Explosion: Only applicable to explosives, all damage caused is converted to Taint, which besieges living tissue as though by Taint Wounding (*Armageddon*, pg 329.) Such an attack leaves all equipment and structures untouched, leading many who have seen such weapons in action to believe that it was just such an explosion that occurred undetected in Munich, although no known proof of this is known to exist.

(3-4) Taint Fueled (Vehicle): A motorized vehicle no longer requires normal fuel, instead drawing upon its operators' Taint to run. One mile's worth of "fuel" requires 1 point of Taint for medium- and small-sized vehicles (motorcycles, cars, etc.), large vehicles need 3 points (trucks, tanks, etc.), huge vehicles (jets, etc.) need 5 points, and immense vehicles require 10 points. Essence can replace Taint at double the required point cost, allowing living batteries of untainted prisoners and slaves to fuel some of the AoR's larger aircraft and naval vessels.

(5-6) Taint Slip: The item's partial separation from Reality causes it to rapidly flicker in and out of existence, imposing a -D4(2) penalty to any Perception or sensor Tasks or Tests to detect it.

Gear Taint—6 Success Levels (D6)

(1-2) Merge: A permanent physical and mental link is formed, transforming the item into a literal extension of the operator. The operator can use all systems on a vehicle as though they were parts of his body. He can utilize sensors as though they were his own senses, strike out with weapons as though they were fists, and so on.

This grants a +1 modifier to any appropriate Tasks or Tests made with the gear per point of the Operator's Willpower. If a weapon, the modifier only applies to Combat Tasks. The operator also suffers 1 point of damage per 10 points the equipment suffers.

(3-4) Regeneration: The item can regenerate, regaining 1 point of lost Damage Capacity every 30 minutes. It can "re-grow" destroyed minor components in a day or major components in D4 +1(3) days.

(5-6) Taint Amplifier: The item acts as a conduit directly into Leviathan's Dissolution, increasing the operator's Taint Pool by half his normal amount while in contact with the item.

Gear Taint—7 or more Success Levels

Possessed: A Shaitan or similar creature of Taint is summoned into the item, possessing it. Just what effect this has depends upon the item and Chronicler's imagination. Vehicles, for example, may be able to operate on their own. Regardless of the situation, the being likely will not enjoy being trapped and shall constantly be at odds with its master/operator for control.

Gear and Taint Signs and Effects

Every Success Level of a Taint attack upon gear imposes 2 points worth of Taint Signs (pg 73.) Every 6 points of Taint Signs causes periodic Taint Effects (pg 326.)

New True Immortal Powers

ARCANE FOCUS

2-point Power

The Immortal can channel great magic through himself, acting as a conduit for Essence or Taint. Even if unable to perform Invocations, the Immortal can partake of a Circle conducting group Magic, contributing his energies as though a Magician. However, because true ability with Invocations is lacking, the Immortal must spend two Essence for every single Essence Point actually contributed to the Invocation.

This ability otherwise serves no use for True Immortals who cannot use Invocations.

DENAZI WARRIOR

12-point Power

The Denazi were an attempt to recoup from the loss of the powerful Shetarri (*Armageddon*, pg 306.) The ancient Atlanteans used their science to create another, more enlightened type of warrior who, instead of fighting the Great Enemy with raw strength as the Shetarri did, strove for an inner balance to embolden him against corruption and Taint.

When the Change comes upon a reincarnated Denazi, the character's reflexes become razor-sharp, and the world around him suddenly becomes clearer. However, the changes to the Denazi Warrior's Essence matrix mean that some of the more violent Immortal powers cannot be chosen, but other beings can sense the balance within the character and are at ease around him.

Denazi Powers: Denazi gain +5 to Dexterity and Willpower (cumulative with the Immortal bonuses.) The maximum level of Denazi Dexterity and Willpower are 12 each, instead of the normal True Immortal's 7 each



(*Armageddon*, pg 61.) They also receive an effective mental, physical, and spiritual AV of 6 against all Metaphysical abilities used on them, whether the intention is harmful or not, along with the Awareness Immortal Power.

Denazi Vulnerabilities: Denazi have 2 levels of Delicate and 1 level of Honorable. Unlike the Shetarri, the spiritual balance within the Denazi allows them to take all other True Immortal Powers, except for Battle Boost and Shetarri Warrior.

HIDDEN AURA

3-point Power

The Immortal's aura is scrambled, making it difficult to read. Attempts to use The Gift or similar abilities to determine if the Immortal is supernatural require a Difficult Test instead of the usual Simple Test, or if a Difficult Test is already used, it suffers a -4 penalty.

The same goes for any attempt to read anything about the Immortal's aura, including the amount of Essence he has, or his emotional state and intentions. A failure reads the Immortal's aura as neutral across the board, although the fact that everything is in a perfect balance should seem suspicious—such a state of perfect equilibrium is nearly impossible to achieve naturally.

UNIVERSAL LINGUIST

3-point Power

By acclimating their thoughts to the unintended mental emissions of those around them, Immortals can speak languages they would not otherwise know. Doing so requires someone possessing levels in the desired Language skill be within (Willpower x 10 feet/3m) of the Immortal, coupled with the expenditure of 1 Essence Point per minute, per desired skill level. For example, using this power to use the Language (German) skill at 3 levels costs 3 Essence Points per minute.

However, the Immortal cannot use this ability to gain a level of skill greater than that of the person actually possessing the skill. If the Immortal ceases to spend the required Essence, or the language's "donor" moves out of range, this power's effects immediately disappear. This power does not grant the ability to read or write the language, and no more languages may be simultaneously acclimated than the Immortal has levels of Intelligence.



Chapter 8: Beasts of War

What counts is not necessarily the size of the dog in the fight—it's the size of the fight in the dog.

—General Dwight D. Eisenhower



Chapter 8

From: Dr. Aaron Potekka

To: Bishop Rudolph Verner

Subj: EXPERIMENTAL SERIES RESULTS

Encl: (a) FORM 1AA349000C

(b) PHOTO SERIES 1AA349000C - 1AA349000J

(c) BIO-SAMPLE 77G-1AA349000#

As per our previous discussion, we are still having problems acclimating the dead flesh to titanium enhancers once the charge has been introduced. PHOTO SERIES 1AA349000D shows the deterioration of the dead cells once the charge reaches 50,000 volts and progresses upwards. Attempts to arrest the deterioration with the Church's Gifts have thus far proven unsuccessful, although PHOTO SERIES 1AA349000F and BIO-SAMPLE 77G-1AA349000# reveal the latest results show progress over the previous series.

We are now considering introducing an immersion solution to the reanimation process, combining the alchemicals provided by you with an improved version of the ritual. Lower voltage within the solution over a longer period may produce the desired results. Trials are almost ready, but we shall need more of the alchemicals. Perhaps some of the Vietnamese orphanages can provide the required subjects?

I await your reply, Holiness.

Respect,

Dr. Aaron Potekka

Bio-Enhancement Division, 1st Science Company

The Church of Revelations employs a wide variety of otherworldly creatures that have either been enslaved or willingly serve the Mad God. Still, the Army of Revelations requires paranormal aid that does not demand the Clergy's supervision to maintain control, so countless experiments are being conducted at numerous secret facilities throughout the Conquered Territories. Within these laboratories, Dark Arts are fused with forbidden science in pursuit of new weapons with which to bring low the forces arrayed against Leviathan. There is no depravity too foul for these experiments, and even the failures would bring nightmares to the hardest of spirits.

BRAIN BOX

Not all Seers within the Conquered Territories are willing to devote themselves to Leviathan's cause, and they are far too powerful to remain free and uncontrolled. While many Seers are killed, others are taken for experimentation,

Other Nasty Creatures

The first collaboration between Misfit Studios and Eden Studios, *Enemies Archived*, contains more than a dozen new creatures, some new and unusual weapons, and a new major player in Europe's surviving criminal underground.

the results of which vary from abysmally fruitless to horrifically successful. The "brain boxes" are one such success.

AoR scientists have mastered a technique that combines the mysteries of alchemy with the darkest regions of science and medicine to wholly extract a Seer's brain and keep it alive. The brain is suspended within an addictive alchemical solution within a metal box roughly the

Beasts of War

size of a microwave. The box's instruments monitor the brain's functions and allow the extracted mind to fulfill its purpose. The mind is driven mad via various methods, including shock technique and sensory deprivation, to break its sense of morality and self. It is then brainwashed by manipulating its pleasure and pain thresholds until it is ready for the next step.

Once prepared, a brain box is fitted into a machine, usually a vehicle, which it then completely automates. In essence, the brain box is a living computer. By harnessing the still-living brain's Seer abilities and channeling them through its mechanical and alchemical components, it totally controls its machine body. For example, a brain box in a converted tank could control its movement and weapon systems, only relying upon others for strategic direction, maintenance, and re-supply. Few brain box-equipped vehicles are currently in the field, but the AoR has recently sought means to step-up production and is also initiating plans to use brain boxes in automated defense and security systems within their most important facilities.

Brain Box Powers

Attributes and Points: Brain boxes are built using 7 points for Mental Attributes (all Physical Attributes are reduced to 0), 5 points in Qualities (and up to 10 in Drawbacks), and 15 points in Skills. In addition, the brain box gains +2 to Int, Per, and Will. If information is available on the brain's abilities before extraction, merely reduce Str, Dex, and Con to 0, and apply the bonuses to Int, Per, and Will. All Physical Qualities that affect Endurance and Life Points are lost, as well as any others the Chronicler's deems appropriate. Regardless of its

machine body's protection, the brain itself has only 5 Life Points.

Essence: Once converted to a brain box, the brain loses a lot of its Essence. What Essence remains is equal to the sum of the mind's Int, Per, and Will.

Mind over Body: With no physical body, a brain box uses its Intelligence to replace Dexterity, and its Willpower replaces Strength and Constitution in all Tasks and Tests.

Mind over Machine: A brain box can only manipulate its environment within the limits placed upon it by its machine body. All sensors, optics, and the like act in place of its normal senses, and, thanks

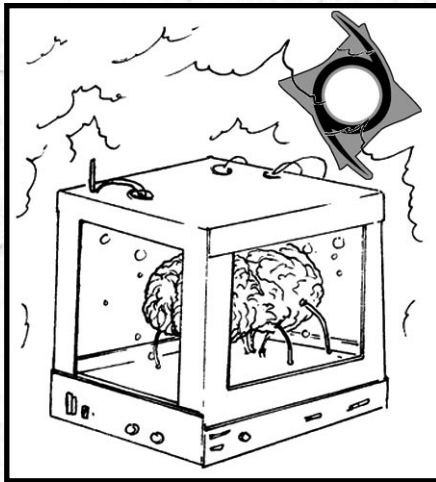
to the alchemical aspect of the process, it feels a limited degree of pain when its body suffers damage.

Nothing can replace the loss of its natural body, though, so the brain boxes fielded thus far have continued to spin ever deeper into insanity for the loss, causing some catastrophic melt-downs, despite the addition of equip-

ment to simulate as many of the senses as best they can. AoR scientists are working to improve the sensory interface and to provide virtual simulations for downtime to prevent such events.

Mad: A brain box has been driven mad by the process of its creation and by its current existence, instilling it with personality traits equivalent to 3 levels of Cruel, 2 levels of Emotional Problems (Depression), and 5 levels of Addiction (Alchemical Fluid.)

Multiple Actions: A brain box may reasonably control all the normal functions of its machine body, allowing it a single action per Turn with each before incurring penalties for multiple actions. Larger "bodies," such as a military base,



Chapter 8

are an exception and likely have multiple brain boxes to assure proper and efficient operations.

Seer Powers: All Seer Powers are channeled into the process of merging with and controlling their machines. The brain can never again tap whatever Seer Powers it once had.

Typical Brain Box

Str 0 **Dex** 0 **Con** 0
Int 4 **Per** 4 **Will** 5

Life Points: 5

Endurance Points: 0

Speed: 0

Essence Points: 9

Qualities/Drawbacks: Varies by purpose, but one installed in a main battle tank might have Fast Reaction Time, Nerves of Steel, Photographic Memory, Gift, Zealot

Skills: Varies by purpose. A brain box for a tank might have Driving (Military Tracked Vehicle) 4, Guns (Tank) 5, Guns (Machine Gun) 3, Tactics (Armor Small Unit) 3

Special Powers: All brain box powers

DREAD SHEPHERD

Born of another, darker dimension, the creatures known only as the dread shepherds have been drawn to Earth by the End Times. Some have joined Leviathan's cause, but far more pursue their own horrific goals as they wander ruined cities, battlefields, and cordoned ghettos in search of easy prey. Dread shepherds rarely travel with others of their kind, and they seem to have an instinctive sense of territory that they maintain—anyone who has ever met one of these incredibly powerful beings understands how grateful humanity should be for this.

Dread shepherds stand nearly seven feet (2.3 m) tall, and are lithe and emaciated, although they almost always hide themselves beneath dark cowls and draped cloaks. Their hairless skin is a dark gray, with black and violet spots throughout. Their gaunt faces are

marked by finger-length, sharpened teeth that stretch their mouths into a ceaseless, impossibly large, rictus grin. Attached to arms that hang well below their high waists, a dread shepherd's hands are similarly long, with extended, talon-like fingers that can tear through steel.

Dread Shepherd Powers

Aura of Dread: Anyone coming within (Willpower x 5) yards of a dread shepherd must make a Fear Test every Turn with a -D4(2) penalty to overcome the waves of horror that assault their senses. A Simple Willpower Test is also needed every Turn, or the person is overcome with dread and despondence, incurring a -2 penalty to all actions. A cumulative +1 bonus is granted for each previously successful Test during that particular exposure, while a cumulative -1 penalty is acquired per failure.

Celerity: Dread shepherds are incredibly quick and agile, increasing their Speed by half and granting an additional action per Turn without penalty.

Control Undead: By winning a Resisted Simple Willpower Test against an intelligent undead creature, such as an Arisin or vampyre (if the undead is already being controlled, the Test is against the master instead), a dread shepherd can wrest away that control for itself. Once gained, a dread shepherd's control cannot be contested again for as many hours as its Willpower x the Success Levels from the original Resisted Simple Willpower Test. These monstrosities surround themselves with the undead, which they use as foot soldiers and servants.

Eyes of the Dead: By concentrating, an act that makes any other activity impossible, dread shepherds can see through the open eyes of any dead (previously) sentient creature within one half mile per level of Willpower. The dread shepherd literally sees what the corpse sees, meaning the eyes must be open and intact (they cannot have decayed), although the eyes cannot be moved or manipulated in any other way.

Necromancy: Masters of the dead, dread shepherds gain a +2 bonus to the

Beasts of War

Necromancy Skill. They use Taint to power their magics, granting them the Taint Quality and 3 levels of Taint Channeling.

Soul Feeding: Death draws dread shepherd because they feed on the souls of the recently deceased. In game terms, dread shepherds can draw upon a dead sentient creature's Essence up to ten minutes after the latter has been slain, at a rate equal to their Willpower per Turn, so long as the deceased's Essence has not otherwise been consumed, used, or dispersed. Once they drain the Essence, they then eat the being's soul, which is then forever lost.

Monstrous and Alien: Dread shepherds are incredibly terrifying and alien, not only because of their appearance, but also because of their foul aura of morose malevolence. Consider these creatures to have 2 negative levels each of Attractiveness and Charisma and 3 levels of Cruel.

Typical Dread Shepherd

Str 4 **Dex** 3 **Con** 3
Int 5 **Per** 5 **Will** 6

Life Points: 50

Endurance Points: 44

Speed: 18

Taint: 46

Armor Value: 6

Qualities/Drawbacks: Increased Taint Pool 3, Obsession (Death) -3

Skills: Brawling 5, Intimidation 6, Necromancy 7, Notice 5, Questioning 4, Stealth 5, Tracking 3

Special Powers: All dread shepherd powers, Death Lordship 4, Death Mastery 4, Death Speech 5, Death Vessel 5, Warpstep

Damage: Bite: D4 x Strength (8) slashing damage, **Claws:** D8 x (Strength + 1) (20) slashing damage

ELEMENTAL, ESSENCE

If the far more common fire, water, earth, and air elementals are like a drop of oil diluting a pail of water, then Essence elementals are the water. Reality in as close to its purest form as any liv-

ing creature is ever likely to encounter, Essence elementals act on pure instinct and emotion. Similarly, they are drawn to locations ripe with powerful emotions, such as celebrations and battlefields.

Treat as any other elemental (*Armageddon*, pg 297), except they gain access to all Lesser Invocations instead of Elemental Invocations, and their Essence Pool is twice the normal size. Magicians may attempt to draw upon Essence elementals as though they were a Place of Power, but doing so requires a Resisted Willpower Test, with the Magician suffering a -1 penalty per 10 points (rounded up) he tries to tap at once, although the elemental will sense who is attempting to do so and likely respond accordingly. The elemental can also closely mimic the magical signature (*Armageddon*, pg 198) of any Magician it drains Essence from. A Difficult Perception Test is needed for anyone capable of sensing such things to discern the copy from the real thing.

ELEMENTAL, TAIN'T

These despicable creatures are the opposite side of the coin from Essence elementals. Unsurprisingly, unrestrained Taint elementals try to unravel the fabric of Reality, usually by destroying everything in sight and saturating the environment with Taint (often through Seepage.) They are drawn to areas of concentrated Taint and violence, such as Tainted Places of Power and battlefields.

Treat as any other elemental (*Armageddon*, pg 297), except they gain access to Lesser Taint Invocations instead of Elemental Invocations, and their Taint Pool is twice the normal size. Adepts may attempt to draw upon Taint elementals as though they were a Place of Power, but doing so requires a Resisted Willpower Test with the Adept suffering a -1 penalty per 10 points (rounded up) he tries to tap at once, although the elemental will sense who is attempting to do so and likely respond accordingly. The elemental can also closely mimic the magical signature (*Armageddon*, pg 198) of any Adept it drains Taint from.

Chapter 8

A Difficult Perception Test is needed for anyone capable of sensing such things to discern the copy from the real thing.

ESSER SCARAB

Adepts breed esser scarabs in foul laboratories. Their dark magic mutates the original scarabs into deformed scarab-like insects the size of small cats. Aside from the changes to their appearance, the experiments have warped every instinct toward the drive to seek out and eat flesh, a goal they pursue relentlessly.

Individually, esser scarabs are not much of a threat, which is why they almost always are loosed en masse. The AoR often uses them in booby traps or sneaks them into enemy cities where they are unleashed to cause confusion, often as a distraction for a more important operation.

Esser Scarab Powers

Heightened Senses: Esser scarabs have a finely tuned sense of smell (equal to the Acute Smell Quality), which they use to hunt prey and fill their addiction to fresh, living flesh (consider to be 3 levels of Addiction.)

Fast: Consider these creatures to have the Fast Reaction Time Quality.

Typical Esser Scarab

Str 1 **Dex** 3 **Con** 1
Int 1 **Per** 3 **Will** 1

Life Points: 4

Endurance Points: 14

Speed: 8 (4 climbing)

Taint: 10

Armor Value: 2

Skills: Brawling 2, Climbing 5, Tracking 5

Damage: Bite: D4 x Strength (2) slashing damage

other things. Trained to be alert for intruders, guard dogs attack when unleashed.

Typical Guard Dog

Str 1 to 3 (2)

Con 2 to 3 (2)

Per 3 to 5 (4)

Dex 3 to 5 (3)

Int 1 or 2 (1)

Will 2 to 3 (2)

Life Points: [(Strength + Constitution) x 3] + 5 (17)

Endurance Points: (Strength + Constitution + Willpower) x 3 (18)

Speed: [(Dexterity + Constitution) x 2] + 10 (20)

Qualities/Drawbacks: Acute Smell, Acute Hearing, Covetous (Prey) -1, Cruel -3, Obligation (Handler) -1

Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

Damage: Bite: D6(3) x (Strength + 1); D6 x 3(9)

HULKER ARISEN

Deep in Germany's most secret laboratories, Adepts have been working alongside AoR scientists to improve the Arisen, hoping to make them a more effective, deadlier weapon. And they have succeeded.

Although their formal name is The Enhanced Arisen, most call these monstrosities "Hulkers" because of their shambling gait and hulking form. The Hulkers' incredible strength and ability to sustain massive damage before succumbing to their wounds makes them ideal shock troops. Armed with heavy weapons and intermingled with common Arisen, Hulkers also make effective support units.

Hulker Arisen Powers

Attributes and Points: Hulkers are built using the Arisen as their base, after which they gain +5 to Strength and +6 to Constitution. Dexterity, Intelligence, and Perception are all reduced by 1.

Armored: Because Hulkers are obviously incapable of stealth, the lab boys decided to take steps to improve surviv-

342 GUARD DOG

Dogs track fugitives and aid security details in protecting facilities, among

Beasts of War

ability instead. To that end, they have attached steel plating to the Hulkers' flesh, driving bolts straight through the bones to hold the armor in place.

Believer Control: Hulkers follow the orders of any Believer they encounter.

Ponderous: Hulkers are slow to react and move because of their bulk. Unless surprised, they act last in a Turn, or, if rolling for initiative, they suffer a -4 penalty. Also, their Speed is half normal, and they may never take more than one extra action in a Turn.

Remembered Skills: They have the same skills possessed in life, but skills other than combat skills are reduced by 2 levels; any skill reduced to 0 or less can only be used unskilled. They can wield the weapons and equipment they were trained with, or they may attack with their bare hands.

Undead: Hulkers have double the normal Life Points they had while alive, but once they are reduced to 0, they collapse and die. Until that happens, they continue to fight, even after losing limbs or other body parts.

Typical Hulker Arisen

Str 8 Dex 2 Con 8
Int 1 Per 1 Will 2

Life Points: 148

Endurance Points: n/a

Speed: 10

Essence Points: 0

Armor Value: 10

Skills: Brawling 1, Dodge 1, Guns (Assault Rifle) 2, Guns (Any Type) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 1

Special Powers: All Hulker powers

Equipment: K424 Machine Gun or KAS-70 Rapid Shotgun; 2 spare belts of ammunition

SKIN-WALKER

Some Believers become so terribly corrupted and mutated by the Taint infused in their bodies and souls that they

begin to show visible signs of corruption. For most, the Taint alters their appearance but does little more. Sometimes, however, people are changed into something no longer human—something entirely new. Skin-walkers are such Taint-mutated humans.

The Taint they've absorbed shifts the person's organs, transforming them into something new, or removes them entirely. It restructures their bones and joints, allowing them to move in inconceivable ways, and molds their entire body into something barely humanoid. Outwardly, skin-walkers appear to have been burned alive; their flesh is charred and scaling, with puss and blood oozing from the cracks between. Their eyes' irises are entirely black, and all hair is lost or hangs in sporadic tufts. Hunched and bent, a skin-walker's every movement is a cumbersome torture that can only be relieved by wearing a human skin suit.

By carefully slicing off a human's skin while the victim is alive, a skin-walker may wear it as a suit, causing its own body to conform to the skin's confines as eye color and the like similarly change to match those of the skin's "donor." While wearing such a suit, the skin-walker's pain disappears, motivating it to impersonate the donor and thus keep the skin as long as possible without arousing suspicion. This talent makes skin-walkers ideal spymasters for the Church of Revelations, although many remain independent, with no cares beyond alleviating their tortured existence outside of their skin suits.

Skin-Walker Powers

Skin Suit: A skin-walker can fully remove a person's skin in D8 x 2(8) minutes, using cuts so fine they are nearly beyond detection (Perception Tasks and Tests at -6) once completed and worn. The skin is then fashioned into a suit that the skin-walker's own body mystically adjusts to fill; no skin taller or shorter than skin-walker by six inches will fit, however. The skin suit remains wearable for up to two months per level of the victim's Constitution before it deteriorates

completely. If removed for another suit, the removed skin suit begins to decay at its normal, quicker rate.

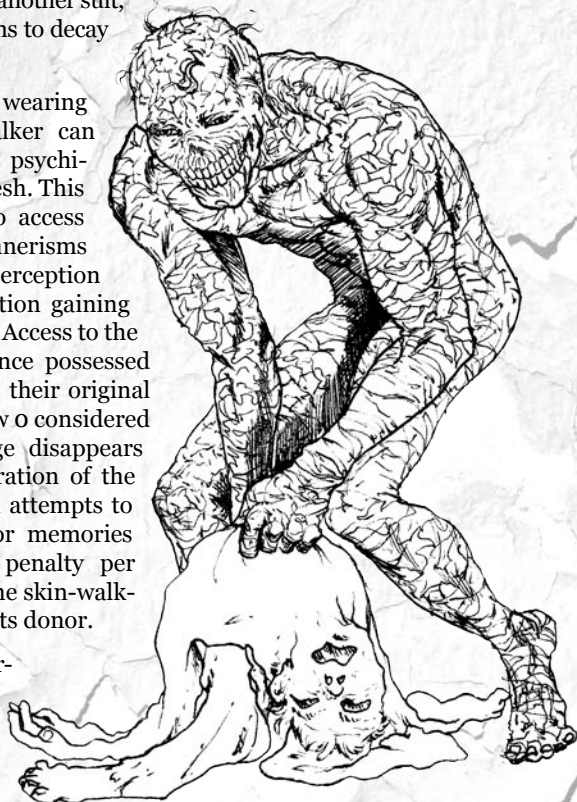
Memory Thief: While wearing a skin suit, the skin-walker can access residual memories psychically imprinted into the flesh. This allows the skin-walker to access vague memories and mannerisms by making an Acting and Perception Task, with more information gaining with more Success Levels. Access to the skills the skin's owner once possessed is also possible, but at -2 their original levels, with anything below 0 considered unskilled. This knowledge disappears upon removal or deterioration of the suit. While in the suit, all attempts to access the stolen skills or memories suffer a cumulative -1 penalty per month that passes since the skin-walker removed the suit from its donor.

Resilience: The transformation into a creature of Taint grants an AV of 15 and a 20 Life Point bonus.

Stolen Aura: A skin suit retains the original owner's aura, although the monstrosity within dilutes it. Using an ability like the Insight Invocation or Divine Sight Miracle to see through the skin-walker's disguise allows the latter a Resisted Willpower Test to mimic the skin's original aura if no such resistance is normally allowed, or grants the skin-walker a +4 bonus if resistance is normal.

Monstrous and Alien: Skin-walkers are incredibly terrifying and alien in their true form, not only because of their appearance but also because of their cruel sadism. Consider these creatures to have 3 negative levels each of Attractiveness and Charisma and 3 levels of Cruel. They are also incredibly fearful of everyone else's intentions and goals, granting them 2 levels of Paranoia.

Mystic: All skin-walkers are minor sorcerers and possess Taint and 2 levels of Taint Channeling. Most rarely develop their abilities beyond several levels of Affect the Psyche.



Typical Skin-Walker

Str 2 Dex 2 Con 2
Int 3 Per 5 Will 4

Life Points: 40

Endurance Points: 29

Speed: 16

Taint: 23

Armor Value: 15

Skills: Acting 8, Brawling 4, Climbing 5, Disguise 7, Intimidation 4, Occult Knowledge 3, Smooth Talking 4, Stealth 5, Traps 2

Special Powers: All skin-walker powers, Affect the Psyche Invocation 3

Equipment/Damage: **Claws:** D6 x 3(9) slashing damage

SOUL WORM

Foul creatures born of Leviathan's evil, a soul worm was once human. Typically stretching between 8 and 15 feet (2.6 to 3 m), soul worms are bloated,

Beasts of War

slime-covered monstrosities that appear to be giant earthworms except their mottled, sickly-pink flesh is covered with oozing sores and tipped by a vaguely human face, permanently contorted with rage and pain. A soul worm's massive mouth can open wide enough to swallow a man whole.

Their perpetual torment and agony makes soul worms difficult to control, so they may be left to roam freely in vacant areas that need guarding, or they are left behind in devastated or vacated towns and cities to pick clean the bones and take care of any survivors or resistance.

Soul Worm Powers

Communications: Although soul worms can no longer speak, they retain the ability to understand any language they knew while human. High-pitched squeals, screams, whines, and moans are their new tongue. This language is extremely simple, as are their brains, so they may only communicate rudimentary messages to other soul worms.

Reproduction: Once a soul worm has completely drained a sentient being of Essence it tries to swallow the victim. To do so, it must make a Strike Task at -2. If the victim does not somehow escape by the next Turn, he slowly begins to undergo the transformation into a new soul worm within the creature's stomach. The victim must escape within D4(2) minutes, or the process will be to far along to stop. If rescued before such time, the victim suffers excruciating pain for D4(2) days (apply -2 to all Tasks and Tests), after which, he returns to normal. If a swallowed victim is not rescued in time, after D4(2) days spent within the monster the victim is excreted as a new soul worm.

If the soul worm swallows someone whose Essence has not been drained, the swallowed victim automatically loses Essence every Turn as though bitten, although without the Life Point damage. This also prevents Essence from returning once swallowed. After all Essence has been drained in this manner, the transformation into a new soul worm may begin, as usual.

Resistant to Damage: Their rubbery flesh, coupled with the difficulty of finding vital organs, allows soul worms to sustain a good deal of damage, providing 4 points of AV against blunt attacks. Reduce the Damage Multiplier of attacks against the soul worm by 1, while also applying Resistance (Disease) and Resistance (Poison) 4 to such conditions and attacks. They also gain 6 bonus Life Points and a +2 bonus to Survival Tests.

Soul Siphon: Besides causing Life Point damage, a soul worm's bite drains the victim of D10 x 2(10) Essence per bite or Turn it is continuously maintained. Once the Essence reaches 0 or lower, the victim is swallowed and transformed into a new soul worm (see Reproduction, earlier.) There is no known way to resist this ability short of escaping in time—even supernatural creatures such as angels and Shaitan fear a soul worm's ravenous hunger.

Taint: Although soul worms contain the Taint required to transform them, they cannot utilize it for anything other than their soul-siphoning process.

Fearless: Soul worms are immune to Shell Shock Tests, and they gain a +4 bonus against all other types of Fear Tests.

Typical Soul Worms

Str 6	Dex 2	Con 6
Int 1	Per 4	Will 1

Life Points: 76

Endurance Points: 69

Speed: 16 (6 swimming)

Taint: 15

Armor Value: 4 versus blunt attacks

Skills: Brawling 4, Dodge 3, Notice 2, Swimming 6

Special Powers: All soul worm powers

Damage: Bite: D6 x 5(15), slashing damage; **Body Slam:** D4 x 10(20)

TAINT SPAWN

Known by many names, beings of Taint exist who float through the ether, sleeping the sleep of ages in anticipation of a cosmic rebirth. Always willing to test fate, the

Chapter 8

Adepts have begun calling and awakening these incorporeal creatures, drawing them into living hosts so they may act their will upon the mortal coil in Leviathan's name.

Collectively referred to as Taint Spawn, these creatures are fused with the soul of a worthy warrior of Leviathan, causing the two beings to become one. At first the signs of merging are few—some Taint Signs, aggressive behavior and the like—but as time goes on, the Taint Spawn's power begins to alter the host's flesh, eventually transforming it into a demonic servant of Leviathan, in both body and deed.

True Believers consider people chosen to host Taint Spawn to be blessed by Leviathan, and they revere them. Viewed as holy vessels, Taint Spawn are often placed where they can both serve the Church of Revelations and act as visible inspiration to the faithful. They are removed from decision-making positions of power, however, as their reason and behavioral control slip with time.

A Taint Spawn entirely drained of Taint is killed; the ethereal beast disperses, and the host rapidly dies. The body of a dead Taint Spawn rots into nothingness in a matter of minutes.

Taint Spawn Powers

The abilities bestowed upon a host vary depending on how long the mortal form has merged with the Taint Spawn. All effects are cumulative with time, and no Attribute may be lowered below 1 through the merging process.

Initial Joining: The host becomes much more aggressive and quick to fight. A host gains Taint, 1 level of Taint Channeling, and 5 levels of Increased Taint Pool, along with 5 points of Taint Signs without acquiring Drawback Points in exchange. The character also has a Madness Pool, regardless of the size of his Taint Pool, and begins to suffer its effects.

One Month: +2 to Strength and Constitution, -1 to Willpower. The character gains 5 points of Taint Signs and the Emotional Problems (Temper Control) Drawback and

1 level of Cruel without acquiring Drawback Points in exchange, and he can spend 5 points on Taint Powers. Choose a Taint Effect (pg 326) that will constantly affect the Taint Spawn. +1 Madness Point.

3 Months: The character gains 5 points of Taint Signs without acquiring Drawback Points in exchange, and he can spend 5 points on Taint Powers. Increase the character's Taint Pool by 10 points and gain 1 level of Hard to Kill. +1 Madness Point.

6 Months: +2 to Strength and Constitution, -1 to Intelligence. The character gains 5 points of Taint Signs without acquiring Drawback Points in exchange, and he suffers a -2 penalty to all attempts to control his temper. Choose another Taint Effect (pg 326) that will constantly affect the Taint Spawn. +2 Madness Points.

1 Year: The character gains 10 points of Taint Signs without acquiring Drawback Points in exchange, and he can spend 5 points on Taint Powers. The penalty to control his temper is now -4, and he gains 1 level of Cruel. Increase the character's Taint Pool by 20 points and gain 2 levels of Hard to Kill. The Taint Spawn can psychically communicate with anyone within line of sight possessing the Mark of Leviathan or Taint Quality. +3 Madness Points.

Every 6 Months Following: The character gains 5 points of Taint Signs without acquiring Drawback Points in exchange. The penalty to control his temper increases by -1. Increase the character's Taint Pool by 5 points. +1 Madness Point. Inevitably, a Taint Spawn that survives long enough will be quite mad and unable to keep its violent urges in check against even the smallest provocations.

WARHOUND

These beasts are the result of Taint purposely wrought upon dogs, especially larger, athletic breeds such as German Shepherds and Mastiffs. Warhounds are

Beasts of War

used to hunt and slaughter anyone who gets in the AoR's way, especially supernatural creatures, and to guard facility perimeters. Appearing as horrifyingly warped, fearsome mockeries of their former selves, warhounds stand half again as tall as they normally would, and their mottled, sickly-looking flesh practically undulates with the power of their Taint-enhanced muscles.

Warhound Powers

Heightened Senses: Warhounds have inherited much of their canine heritage, granting them Acute Smell and Acute Hearing.

Tracker: Along with tracking using their normal senses, warhounds can track Essence and Taint as though it were a scent: the more the prey has, the easier it is for the beast to track. Tracking Essence and Taint requires a Perception and Tracking Task at -4, but gains a bonus equal to the target's current Essence or Taint divided by 20 (rounded down.)

Pack Mind: A group of warhounds kept together will form a pack after fighting to determine the alpha male of the group. Once a pack has formed, the beasts can telepathically communicate simple thoughts among each other to a range of 1 mile (1.5 km) per Willpower level, allowing a pack to coordinate a hunt across great distances.

Resistant to Damage:

A warhound's corded muscles and thick skin allow them to suffer a great deal of punishment. They have (Strength + Constitution) x 5 + 20 Life Points, and have an inherent Armor Value of 5. They also gain a +3 bonus to Survival Tests.

Taint Infusion: The process used to create a warhound fills them with Taint, which accompanying Adepts often draw upon to fuel their evil spells.

Typical Warhound

Str 3 Dex 3 Con 4
Int 1 Per 4 Will 2

Life Points: 55
Endurance Points: 32
Speed: 24
Taint: 20

Qualities/Drawbacks: Nerves of Steel, Covetous (Prey) -2, Cruel -3, Obligation (Pack) -1

Armor Value: 5

Skills: Brawling 3, Dodge 1, Intimidation 2, Notice 2, Running (Dash) 2, Stealth 2, Tracking 3

Special Powers: All warhound abilities.

Damage: Bite: D6 x (Strength + 1) (12); **Claw:** D4 x (Strength) (6.) Both are slashing damage



Chapter 9: War Stories

*Never interrupt your enemy when
he is making a mistake.*

—Napoleon Bonaparte

DOTTED
INDICATES
OF FREE
SERIES
0

FIRE SHUTTERS, SEE SPEC.

Architectural drawing showing a floor plan with dimensions and a pencil. The drawing includes the text "FIRST FLOOR" and "SHUTTERS SEE SPEC." along with various measurements such as 3'-10", 3'-10", 4'-4 3/4", 3'-5", and 2". A pencil is visible on the right side of the drawing.

2" STAND PIPE

FLOOR RAISED 2"

40162

104

3/48

4' TRANSITS
DRAIN

349

Chapter 9

Although running a military campaign requires leaping several hurdles, such games also proves advantageous to players in several ways, such as Uncle Sam taking care of the group's supply needs—providing food, shelter, and (most importantly) weapons and ammunition. The military campaign also affords the group a clear focus because someone with far more information calls the shots and keeps the bigger picture in mind. Of course, just how the game plays out also greatly depends on what type of military campaign the Chronicler ultimately chooses to run (see *Military Campaign Styles*, page 352.) There are, after all, many different ways to run a military-oriented game.

Preparing the Battlefield

Preparing a military campaign requires the Chronicler to take into consideration things that may not be as important or even necessary in most other game styles. For instance, Chroniclers will have to feed the Cast mission information, not rely on them to make decisions about what they want to do. They aren't working for themselves, after all. They are part of a military hierarchy, and they receive orders from above. They do not follow their own whims.

Likewise, Cast Members in a military campaign will want to receive the most information they can from the Chronicler. The battlefield is dangerous, and reviewing all available intelligence regarding what they are getting into just makes good tactical sense.

Know the Mission

The military does not like sending its people into battle without informing them about what they are to do, where they are to do it, what they will be doing it with, and on whom they can count on for help. Whenever a mission is planned rather than improvised, the commanding officers brief their subordinate officers, who

in turn brief their NCOs, who then take the information to the lowly men in the field. At each stage, the information will be winnowed under the auspice of "need to know," until what finally reaches the grunts is only the most basic data, making their instructions incredibly simple and difficult to misinterpret or foul up.

Chroniclers should run briefings prior to a mission, providing the Cast Members with the information they need to get underway, including approximations of enemy strength and composition. Available support and an estimated time frame should also be relayed to the Cast. When briefing the Cast, do so from the perspective of military intelligence rather than the all-knowing Chronicler. As Chronicler, of course, you should know the entirety of the situation. What does the military not know about the operation? How much of the information they do have is incorrect, and how much will change once the mission is underway? How much intelligence is being held back from the soldiers in the field and how may this come into play later?

Battles are often won and lost based on who has the best information, after all, so answering these and other questions are necessary for preparing a useful briefing and are vital for adventure design as a whole.

Know the Terrain

Knowing the land is important because the terrain, weather, and general climate can be as dangerous or detrimental to a military action as any gun-toting enemy. Elements of terrain create ambush sites, choke points, obstacles for vehicles, stealthy routes, and other conditions that help or hinder a mission. It is a leader's duty to know which of these obstacles his team will face and how to circumvent any problems inherent therein.

Know the Enemy

A soldier who is unprepared to meet the enemy goes into battle with one foot in the grave. It is crucial one know as much as possible concerning the enemy's position,



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numbers, armament, support, supply status, morale, leadership, reinforcements, and plans. While it is possible to march into battle without all this information and prove triumphant, lack of information is more likely to lead to the Casts Members' death than the road to victory.

Know Yourself

To have a reasonable chance of succeeding at any given mission, soldiers need to know what they and their allies can do. Lives depend on knowing each other's strengths and weaknesses, how each is likely to react under pressure, and so on. Cast members should keep track of who has what weapons and equipment, so that, among other things, you will know what has been lost due to casualties. In short, the more the group knows about themselves, the less likely they are to be surprised by the game's events.

Know How It Might End

The Brass is not known for sending men off to die on a whim, especially when manpower and resources barely meet current demands and so much is at stake. As such, every mission in a military game is important to some degree, and each has an effect on the overall campaign against the Church of Revelations. Good triumphing over evil is likely going to be the campaign's goal, but what happens when the Cast Members fail? If the Cast is being sent out to do something for the fight, obviously their failure causes undesirable results, in whole or part.

Consider the game's future when deciding what the mission's outcomes might be. For example, if the Cast is sent to stop experiments on a new weapon and they fail, the Chronicler should be ready to introduce that weapon into the game—the AoR is not just going to sit on something that important, after all. If such an item's appearance in the game will radically upset the Chronicler's game he should really prepare for this eventuality beforehand. A Chronicler can fudge his plot to cover-up Cast failures only so many times before the players begin to

feel their mistakes have no consequences and hold no danger. When this happens, the thrill of risk goes out of the game because there's nothing to lose. Consider this well while designing mission goals.

Debriefing

Once a mission is wrapped up, the Cast must file a report with their superiors, both for the sake of recordkeeping and to squeeze any possible remaining intelligence from them. Essentially, the debriefing is a time-indexed summary of the mission's progress, from start to finish. The Chronicler may want to gloss over this part of the adventure, taking it for granted, or the Cast can actually go through the debriefing verbally or using prop report forms created by the Chronicler. It all depends on the group's tastes.

Military Campaign Styles

At this point, Chroniclers and players alike should have a good idea of what type of military game they are going to be playing. As such, the following summations provide ideas and information for some of the more likely styles of play, including adventure suggestions and details on what manner of questions may likely be important.

The Aerial Combat Campaign

With fighter jets from both sides combating for aerial superiority, a goal that would radically improve each force's ground strength, the friendly skies are no longer quite so friendly. Fighters vie to control airspace, and they provide a screen against enemy air support and protect friendly ground troops and resources, such as factories and depots. Considering how fast modern aircraft and missiles move, not to mention how far away the latter may fire from, this is no easy task but it is vital for survival.

In this campaign style, the characters are pilots—either of a single craft (such as

a bomber), or they each have their own fighter or share as pilot and RIO—and they must take to the air to win the day.

Considerations: How many aircraft does the Cast Members' airbase have? How reliable are supply lines? Does the Cast have to worry about fuel and ammunition? How far is the Cast's aerodrome from the nearest enemy airbase? How much warning does the airbase have of incoming enemy aircraft?

FLAVOR AND OBJECTIVES

The Battle for Britain: Missiles, jet fighters, and bombers assail the British Isles, repeating the Battle of Britain at a level that makes the events of World War II seem laughable by comparison. Anti-ship missiles along the French coast can fire directly into British air space, and the speed of modern aircraft leave only a small window for the British to respond to AoR incursions. America and Canada have sent pilots and planes to aid their stalwart British ally, and perhaps the Cast Members are among them. Pilots are not only charged with downing bombers seeking to flatten British cities and military bases, but they must also engage in the deadly dance of dogfighting against enemy escorts and patrols over the English Channel. The action is fast and deadly, and pilots find themselves flying several sorties a day.

Tank Busting: Besides acting as spearheads for assaults, armor can also be used to screen an infantry push from enemy armor. There is no denying that a battle tank is a daunting sight, no matter whose side you are on, which is why tanks are rightfully known as kings of the battlefield. This also makes them primary targets for aerial strikes. Whether in a jet skirting anti-aircraft sites and enemy jet fighters to toss a guided bomb down a tank's throat, or skiing the valleys on the prowl in an attack helicopter, the prospect of hunting the heavy iron is a dangerous but necessary one.

Red Baron: The war has seen a return of aerial dueling—with heated fighter combat happening daily at many of the war's hot spots, missile supplies are not always what they should be, and so pilots often

find themselves relying upon their guns. In fact, the Department of Defense is looking to create a modular reservoir add-on to fit most of the fielded jets, increasing their cannons' ammunition stores.

Cast Members will quickly learn to recognize enemy fighters that continue to survive such frequent aerial gunfights, and one will begin to rise above the others in skill and tenacity. This pilot will become the scourge of the skies, feared by all veterans and sought by all rookies looking to carve their name in history. Whether this enemy pilot is so deadly because of skill alone—or if something more nefarious is at work—is something for the Chronicler to decide.

Escape and Evade: As a supplement to an ongoing aerial campaign, a pilot has been shot down in enemy territory. Whether lost as part of a fighter sortie or bomber raid, or if one or all Cast members are downed, this situation is every pilot's worst nightmare. Now the downed pilot(s) must evade enemy patrols hot on the trail. Lost in unknown territory, will the pilot look to the locals for help, or will he stick to the wilderness? A twist on this idea is that the downed pilot is an important or beloved non-player character, and the Cast must decide if they will disobey all orders and policy to rescue their friend.

Moths to the Flame: There are few clearer ways to cripple an enemy than to take out its ability to produce supplies, and for this reason, bombing raids into their opponent's territory are popular strike tactics on both sides. Of course, both also expect the other side to go after their manufacturing and supply capabilities, so all such facilities are heavily guarded with anti-aircraft weapons and fighter patrols, making missions against them extremely dangerous, whether flying a strike fighter or bomber. So, guess who has recently been assigned to just such a mission deep in enemy-held territory?

The Ground Pounder Campaign

Much of the world has stabilized into rigid lines of battle that barely move.

They have been reinforced with manpower, cemented by artillery and air support, and founded in fortifications. Many of the battlefronts resemble something torn directly from the First World War: trenches crisscross the landscape between bunkers, machine gun nests and field guns revetments, and the remnants of obstacles, both intact and in pieces, dot the earth. Other lines of combat are little more than cities pounded to dust, ruins of brick and mortar, steel and blood.

To either side of these zones rest men and machines with only one thought more pervasive than defending what they currently hold: taking ground from the enemy. America can ill afford to rotate troops out for a rest, which has led to low morale and high attrition. Volunteers have been scarce since the true horrors of the war become more public—people are wary enough of bullets and bombs, let alone the undead, magic, and terrors summoned from the essence of evil. The draft may seem inevitable at this point, but whether it will come in time to bolster the slackening lines of combat is another matter.

Considerations: How large is the Cast's unit, and what Branch does it belong to? Are the characters stationed at a large base? Is the base reinforced or a makeshift facility? How reliable are supply lines? How often can the Cast call upon air and artillery support? How far away are reinforcements, if available at all? Is the local citizenry friendly or hostile? Does the enemy know the area better? Has the enemy had time to reinforce its position and occupied territory?

FLAVOR AND OBJECTIVES

The Slow Crawl: America and its remaining allies are still recovering from the AoR's initial blitz, so they are yet unable to move in force throughout most areas. As such, progress against the Conquered Territories is largely moving at a snail's pace. The characters are grunts down on the front lines, fighting



it out every day. Progress is rare, and what little there is comes too slowly to fight the depression of what many see to be a losing fight. Not only must Cast Members battle the Army of Revelations, but they must also face despair and fear unlike they have ever known.

Holding Ground: Many places near battlefields have seen concentrated pushes, going in both directions, but key positions remain as targets for the taking. Whether a bridge on a road that cuts to the heart of either side's territory, a city that blocks a mountain pass, or a similarly vital tactical position, the Cast find themselves dug into a location that, no matter the cost, cannot be allowed to fall to the enemy. Such games can offer characters an immense sense of achievement—certainly, there is great pressure in knowing you are all that stands between the enemy and total victory, but the glory of triumph is beyond fulfilling.

The Grinder: The enemy holds a stretch of land imperative to your side's plans. It must be taken at all costs, even though the AoR has had plenty of time to entrench themselves in obstacles like a tunnel system linking concealed bases and bunkers, and they have been able to lay countless booby traps and otherwise prepare the land for a warm reception. Oh yeah, was it not mentioned that the terrain—be it mountains, dense jungle, impenetrable swamp, or the like—is itself an obstacle that prevents effective armor, artillery, and air support, leaving it to the foot sloggers to go in and dig the bad guys out?

Armor on the Move: Not every soldier sits in a foxhole. Armored units work tirelessly to penetrate enemy lines, where they harass the latter's positions, fire support, and supply chains. Metal-encased cavalry scouts race ahead to feed back intelligence, scout enemy hidey-holes, and generally pester the enemy in a screening deployment, while the big guns—mobile artillery and battle tanks—follow behind, hunting down their counterparts and leading the charge against anything too heavy for the scouts to handle. The Cast can take on the role of the far-reaching scouts who use all their cunning to hunt and evade the enemy while relaying all they learn, or they can form a single tank crew or team sent out to find enemy armor and blast it back to hell.

Hunters on the Prowl: An enemy force is stalking the area the characters are assigned to, be that force a tank squad, helicopter gunship, or Special Operations unit. Either way, taking on the target will be an intimidating prospect. But with nobody else available to take on the job, the Cast has no choice. This plays best as a cat-and-mouse scenario, where the Cast Members have a difficult time telling when they are the hunters and when they are the prey.

The Naval Campaign

Control of the open water is vital for transporting troops, suppressing enemy activity inland, maintaining trade, and bringing aid to besieged allies. The proper use of a large and powerful navy can easily win or

lose the war for either side, which is why both are diligently working to bring their waterborne forces back to full strength and then continue to expand them.

Considerations: How far do the supply lines stretch? How big is the flotilla the Cast is assigned to? How much support can the Cast expect from friendly vessels and aircraft? Is the Cast stationed out of a port, or are they attached to a fleet at sea? How close is the nearest enemy fleet, port, and/or airbase? What is the enemy's naval strength in the area? Does the enemy control the nearest coastline? What is the Cast's goal in the area: are they there to fight the enemy navy, provide support for ground troops ashore, act as a screen for an invasion, or something else entirely?

FLAVOR AND OBJECTIVES

PT Boat 54, Where Are You?: As members of the Coast Guard, the Cast Members are charged with cruising the coast in a cutter or similar patrol craft, looking for smugglers, infiltrators, saboteurs, and submarines. Or perhaps they belong to the Navy as a patrol boat crew and they must monitor and defend the coastline and rivers of a foreign shore, where the fighting is thick. Either way, the craft should be small enough that the Cast can man it themselves or with the help of a few non-player characters, leaving most decisions in their hands.

Beneath the Blue: Life aboard a submarine has never been remotely comfortable, but their current importance in defending the sea lanes has not only made assignments to these deep hunters more important but also more stressful. Gone are the Cold War days of playing hide and seek with Russian subs. Now the game is real, and the Cast is in the thick of things as submariners, plying the deep waters to protect allied surface vessels from Fleet of Retribution's wolf packs, while also seeking to cripple enemy shipping.

Wolf Hunting: AoR wolf packs have been interfering with commercial and naval traffic, making it too dangerous for watercraft to leave port without a sizable escort. The Cast is aboard a craft either specifically tasked for killing the enemy subs, or they are counted among the es-

corts of such a vessel. If the Cast Members are key crewmen aboard a submarine, they engage the wolf packs in an endless game of cat and mouse below the waves; otherwise, they stalk them with sonar and helicopters from above, always fearing that unseen torpedo with their names on it.

The Police Campaign

Whether in civil law enforcement or military police, RCMP, SWAT, or Shore Patrol, law enforcement personnel have an important role to play in the current war. City, state, and federal law enforcement agencies work intimately with the military, especially intelligence services, to maintain the peace and see the job gets done. Together, they root out dissidents and cells of enemy agents, not to mention misguided innocents who fail to recognize what is going on around them and seek nothing beyond "bringing our boys home," regardless of what that would mean for all humanity.

Considerations: What is the Cast's relationship to their fellow officers? How do the communities within which they operate view them? Does the local government have a good opinion of the officers and what they do, or are the characters seen as thugs? What are the Cast's responsibilities? Are they working a beat, or are they tasked to some special purpose?

FLAVOR AND OBJECTIVES

Beat Cop: The Cast Members are regular cops just trying to maintain order in a world gone mad. Urban precincts have to deal with the usual problems compounded by the upswing in supernatural events, such as Cults of Leviathan, tainted Magicians, Fifth Columnists, weapon smugglers, spies, and any number of other issues.

Investigation & Forensics: Murder and similarly serious crimes remain a problem—more so with the chaos of the war and the threat of the end of everything. Much of humanity feels there is little need to cling to the morals that had guided civilization for so long, and so death and mayhem are on the rise. Yet someone has to be there to defend the in-

nocent, even if they are dead. The rise of paranormal activity has also forced investigators and pathologists to explore new avenues of explanation, including Magic, Seer talent, and creatures from beyond imagination. It is a whole new game.

National Defense: Federal law enforcement has taken on a new face since the war's outbreak. Traitors sabotage strategic resources and generally wreak havoc, terrorists take every advantage to pursue their agendas, and spies flock to the friendly shores. With access to resources no beat cop could ever hope for, federal agents utilize snitches, vast intelligence capabilities, and government connections to protect their homeland from threats that likely will never reach the newspapers and exist only in whispers.

Bandit Busting: Lawless men roam the land, preying upon traffic between cities like the highwaymen of old. They carve out anti-government fiefdoms in outlying towns, steal what they need, and charge tolls to those using "their" roads. Despite limited resources, such trespasses cannot be allowed to continue. Someone has to take back the roads. Whether local deputies, state police, or members of a federal task force, Cast Members must do everything within the law (and perhaps beyond that) to ensure safe travel on the highways and back roads, while also taking down opportunistic rebels. It will not be easy, because so many people have something to gain by helping the bandits in these troubled times, but it remains a job that must be done.

Lawless Lawmen: When the AoR conquers a new territory, it turns over policing to the Soul Police once most civil unrest has been quelled. The Soul Police, being stretched so thin, absorb much of the existing law enforcement agencies, leaving a lot of non-Believers in place until such time as they prove they cannot be trusted or are replaced. The Cast Members are just such people. How will the Cast react to being charged with controlling their own people at the whim of a tyrannical power they likely opposed before it became the law of the land? Obviously some of their fellow policemen welcome the change and the

power that it brings, but are the Cast Members such men, or will they adhere to the principles of justice rather than the laws of their new masters?

SWAT: Sort of a small-scale military campaign, unlike a beat cop scenario, SWAT games will be far more aggressive and combat-oriented. Missions will involve storming Fifth Column strongholds, slaying supernatural menaces, and assisting minutemen and military units in the event of invasion or AoR infiltration. Defending key resources, including landmarks, power and utility facilities, and the like are also important.

The Special Operations Campaign

Instead of focusing on the big picture—taking this or that town, supplying this or that front—SpecOps attend to the details that fall between the cracks. If an army is a heavy sledge with which to shatter enemy forces, these soldiers are the razor-sharp scalpels with which the enemy is slowly cut upon until it eventually bleeds out. Rather than fighting along stabilized lines of battle or operating alongside large units in a coordinated plan upon the field, the characters will be on their own, fighting battles the grunts down in the trenches and the people back home will likely never hear of.

Considerations: How long will you be in the field? Will you have access to re-supply, or will you have to scavenge? What will stand in your way in terms of enemy opposition and environmental obstacles? Will there be anyone to help you on-site? How much leeway have you been given with your orders? Once you have gotten in, how are you to be extracted? What is the backup plan? What, if any, other operations are going on in the area? What kind of opposition is expected? Will that opposition have support, and, if so, how can it be avoided or redirected?

FLAVOR AND OBJECTIVES

The Store is Closed: An army marches on its belly, pure and simple, so destroying the enemy's ability to supply their troops

and manufacture new weapons and munitions is a key component in fighting a war. Not everything can be hit from high altitude by a stealth bomber or cruise missile, so someone on the ground must sometimes get his hands dirty by sneaking through enemy lines and blowing things up the old-fashion way. Whether destroying train tracks, depots, or factories, the Cast will work deep in the Conquered Territories, where the foe believes it is safest, and wreak havoc with its resources.

Cut Off the Head: Sometimes removing a single person from the equation makes the rest of the math much simpler, but only when that person has sufficient value. One such person of value to the Church of Revelations has been brought to the military's attention, and the Brass think the opportunity is ideal for removing this individual. Permanently. Assassinations are no simple matter, however. Anyone whose death could have such an impact on the war effort will be well protected and not easily approached.

Headlines: Wars are not just fought with bombs, guns, and bloodshed. They are fought in the beliefs and values of both sides, and this has never been more important than now. SpecOps are routinely making forays into enemy-held lands to spread pamphlets, subvert CoR propaganda, broadcast outlawed television and radio messages, and to conduct any number of other psychological warfare missions intended to ravage enemy morale and incite the citizenry to resist their oppressors.

Search and Rescue: Someone needs rescuing from behind enemy lines, making it a job for SpecOps. The person could be a downed reconnaissance pilot, defecting scientist or government official, or just about anyone who has something of value and cannot be left where they are.

Back to School: As long as resistance in enemy territory remains, America has a strong interest in providing such dissidents all the assistance it can. SpecOps are responsible for training such resistance groups to act more effectively on their own. As such, the Cast has been sent to join (or make) a resistance group of locals and prepare them for fighting the war as best they can.

Chapter 9

The Underground Movement Campaign

Although the Church of Revelations has conquered incomparable territory and extends its grip to just about every continent, not everyone welcomes them. Even though most populations subjugated by the AoR are too afraid to rise up, there remain those few who refuse to lie down and die quietly. Some lash out at the AoR in anger, alone in their fight, and they most often die without accomplishing anything beyond their own demise, but others are wiser. Patiently, thoughtfully, people around the globe are gathering and organizing to plot their escape from beneath the Church's thumb.

Considerations: What is the AoR's strength in the area? Who is the region's commander, and how does he treat the locals? How much of a presence does the Brotherhood of Purity of

Purpose and Soul Police have? What targets in the region keep the resistance cell from moving elsewhere to attack more important sites? Do the locals favor the Underground, or have they totally succumbed to the occupation? Are the Allies aware of the cell and helping them, or is the cell on its own?

FLAVOR AND OBJECTIVES

Wolf Among the Lambs: The Cast Members know what needs to be done to throw the Church of Revelations out of the country, and they are more than willing to take those steps, but they are having problems doing so. Information is needed if the enemy is to be beaten, and zealots are not very keen on sharing classified plans. To get the information the Underground needs, the Cast must insinuate themselves in the CoR's power structure, by any means necessary. To pass as that which they abhor, the Cast will surely be called upon to perform deeds



they revile and pay lip service to ideals that will rot their souls. The big question is not whether the Cast can get the information it needs and pass it back to their comrades. The bigger question is whether they can pretend to be everything they despise and keep their souls intact.

Enemy within: The Cast Members' cell has been infiltrated by the enemy. Nobody knows by whom or how, but the enemy has recently been too quick and too well informed regarding the Underground's activities. If the Cast Members belong to a larger cell consisting of NPCs, the Chronicler must decide who is the traitor and why—spending time establishing the NPCs' personalities before this plot twist will make the investigation and paranoia even more interesting. If the cell only consists of the Cast, the Chronicler must decide whether there is no traitor, leaving another reason for the enemy's exceptional intelligence, or he can secretly arrange a betrayal with one of the players.

Radio Freedom: The truth is the first thing to die in the Conquered Territories, and so the Cast Members have taken it upon themselves to keep the truth alive. Using portable broadcasting equipment, the Cast operates an underground radio station that tries to cut through the propaganda, while also aiding the resistance by passing along intelligence and instructions in code. The program has been so successful that the AoR has brought in state-of-the-art equipment to triangulate the broadcast source and put an end to it and the Cast.

School is in Session: America has decided the Underground in the Cast's region needs help, so they have sent a Special Forces instructor to teach them all they need to know about the enemy and how to fight them. Depending on how important the region is, the soldier may also bring weapons, but he will not be there as a combatant or leader (or at least, not often.) Such a trainer can be a useful tool for bringing players up to speed on the campaign style and/or setting, but he should not be used as a tool to control the Cast, nor should he steal their thunder.

Story Ideas

It is not always easy for Chroniclers to come up with adventures, especially considering some of the restrictions that military-centric games have over more open formats, so here are some ideas to get you started. Some are more fleshed-out than others, but they are all ambiguous enough to be easily adjusted to a game's specific needs.

Backfire (Military Intelligence/ Law Enforcement)

The war effort has always suffered setbacks due to sabotage; however, Fifth Columnists in a particularly vital munitions plant have recently begun messing about with explosive ammunition (high-tech bombs or missiles are most likely) being sent to the front. The sabotaged rounds are usually duds, but increasingly they explode when fired, bringing damage and death to American equipment and servicemen.

The Plot: The facility producing the faulty weapons has been determined, but background checks and preliminary interviews with all employees with access required to perform such a deed have proven fruitless. With the sabotaging continuing to damage America's war effort, the Cast has been sent in to perform a more thorough, covert investigation by posing as new employees.

Cast Members are assigned to separate areas in varying positions, ranging from lowly assembly line workers and janitorial staff to lower management, in order to spread their eyes and ears as much as possible. Much like the overt investigation before them, the Cast will not find anything amiss at first, but they will continue to report to their contact. But then their contact turns up dead, followed by several suspicious accidents in the workplace that almost ends several Cast Members' manufacturing careers.

Finding out where they slipped up and gave themselves away may be the



Cast's best chance at finding out who the saboteurs are and just how far their network runs. They are working on a clock, though, because not only are their lives at stake, but so too are those of the soldiers fighting on the front lines.

Pandora's Box (SOTF-COM)

Section 666's laboratories at Area 51 are used for all manner of experiments, including dimensional exploration, spell enhancement and manipulation, and the study of slain or captured supernatural creatures. Because of this, the labs are probably the most secure facilities in the world, located more than a thousand feet beneath America's most mysterious and well-guarded military installation. Unfortunately, the security system is so good at its job of keeping unauthorized people out that it also traps anyone inside if something goes horribly awry.

before contact with the subterranean facilities were lost. As per emergency protocols, the facility has been sealed, and nothing has since been allowed in or out. Fortunately, SOTF-COM has been busy of late, so there were less than half the normal personnel on site at the time.

The Cast Members can belong to any part of SOTF-COM. They were trapped in the lab and must find a way out, all the while avoiding the security measures and whatever escaped. Or, they could be one of the few Section 51 teams on site and have been ordered to go in, find out what is going on, and extract any survivors (if doing so would not put containment of the escaped creature at risk.) The biggest problem is that nobody except Section 666's administrator knows everything about all the experiments, so there is no information on what creature(s) is on the loose, what its origins are, what it wants, what powers it possesses, or how angry it is at being held captive.

The Plot: Word was sent that something has escaped 666's laboratories

Training Maneuvers (Any Military)

Maintaining and improving standards through training is an integral part of keeping a unit razor-sharp and on top of the most recent equipment, weapons, and techniques. Even in times of war, training exercises are organized to better integrate new troops into their units and polish units that have not seen action in a while.

Training exercises are often held in remote locations where they can run their course without interfering with civilians. With urban warfare playing such a major part in the current conflict, some cities have found their abandoned slums appropriated for the duration so that training can be as realistic as possible.

The Plot: The Cast has been recalled from the front to participate in a massive training exercise, or they have been assigned to one before shipping out. Where the exercise will take place and what it will entail relies on what sort of soldiers the Cast Members are. Sailors may be on maneuvers in a guarded section of the Pacific, pilots could conduct dogfighting or air strike contests, while infantry could be but a small part in a large desert exercise lasting several days and involving air support, armor, and just about everything else. Once the Chronicler has hashed out the details, especially the exercises goals, the Cast Members should be briefed and the exercise begun.

The first clue that something is amiss is when one of the Cast Members learns he is firing live ammunition, unfortunately at the real cost of an "enemy" life. It soon becomes obvious that all or most training munitions have been switched for live ammo, be it a rifle round, artillery shell, or anti-aircraft missile. Adding to the confusion is a sudden and total communications disruption that prevents anyone from warning other units about the danger via the radio. Not only must the Cast Members do everything they can to not be killed by their own side, but somehow they must get the word out.

If the Chronicler wants to keep the mayhem on a smaller scale, there is the option of having the Cast Members' unit

alone on a joint-training exercise with some NPCs, one of whom begins to try and kill the others one at a time. Is the infiltrator's goal to simply spread some discord, or are the slain soldiers being replaced by some sort of doppelgangers (such as skin-walkers), with the training exercise being used to put some AoR agents into a position to spread further chaos? It is also possible whoever performed the switch and is jamming communications has infiltrated the exercise even further, and some of the participating soldiers are actually deep-cover Fifth Columnists involved in an orchestrated plot.

Operation Mole (Military Intelligence)

Earth's satellite network has suffered a great deal, considering the effort the AoR has put in controlling satellite communications and destroying what it cannot usurp. This has proven to be a great detriment when communicating with allies overseas, but also with units in the field, especially SpecOps units using satcoms or command units trying to coordinate their efforts.

Replacing lost satellites and improving what capabilities that remain is a top priority and the best scientists NASA, the US Air Force, and the private sector have to offer has been working on the problem for several years. They think they finally have a solution. Preparations are secretly being made in Florida to launch a new satellite that utilizes both stealth technology and magic, with the hope of concealing it from common observation and the Dark Apostle's sky-roaming eye. The operation is vital to America's future communications abilities, so security is incredibly tight.

The Plot: Intelligence sources reveal that Fifth Columnists have not only learned of the satellite, codename "Star Button," but they also have access to either the rocket that will carry it into orbit or the facility it will be stored in before launch. The Cast has been ordered to ensure Star Button's safety and uncover any traitors in the program.

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The first step to securing Star Button is stepping-up security. Because the Brass does not want to tip off the traitors, the Cast cannot simply double the guard, but must come up with some way to ensure security without notifying any of the existing personnel, including anyone working on the project or even the base's commanding officer. The Cast is granted complete autonomy to do this, something that does not sit well with the CO, especially seeing as how he cannot even tell his people they are being watched.

Next will be ensuring the rocket is secure and free of sabotage, again without alerting any of the technicians or currently assigned security personnel. This will be no easy feat, considering how many thousands of technicians are involved in all aspects of preparing the launch, let alone keeping track of security and who they allow access.

Keeping both satellite and rocket safe without alerting anyone to their presence will be difficult enough, but finding the traitors and bringing them to justice under those same conditions will be next to impossible. Doing the impossible is what the Cast Members are paid for, though.

Operation Tipped Turtle (Special Operations)

AoR scientists are working on a revolutionary vehicle design. The vehicle can be an ultimate jet, killer submarine, super tank, stealth bomber, or anything else that will mean a much harder time for the guys fighting on the frontlines if the prototype is not destroyed, along with any design notes and scientists involved.

The Plot: Because of the particular skills they lend to the operation, or because they happen to be closest to the objective with so little time before the prototype is ready for testing, the Cast is called upon to infiltrate the design facility and wreck everything and everyone related to the project. If possible, the Brass would not mind the prototype being brought back for study, but that is not a must.

To reach the facility, the Cast must infiltrate occupied territory and avoid thick defenses, including sentries, guard dogs, sensors, and mundane obstacles. If the Cast cannot get into the facility in time to stop the prototype rolling off for trials, they must destroy or steal it along the way and hope they have at least slowed down the program if not outright destroy it.

If the Chronicler wants to shake things up a bit, the vehicle can be under a brain box's control (pg 338), or perhaps the facility was on higher alert than normal because, as poor luck would have it, some of the AoR's Brass was visiting to evaluate the project's progress. It is also possible that the initial intelligence was wrong and something else entirely is going on at the facility.

Operation White Elephant (Section 51)

The AoR and SOTF-COM are both scouring the world for arcane artifacts that can be exploited in the fight against their enemy, and word has gotten back to the brain boys of Section 666 that the Order of Thule has manipulated a world-renowned archaeologist into providing information that has SOTF-COM buzzing. It is imperative that SOTF-COM alone benefit from whatever the Order is chasing, or, being denied that, it must be destroyed.

The Plot: Just what is being sought is up to the Chronicler. It could be an ancient artifact of arcane power or Atlantean origins, unknown to history or intermingled with mythology. It could be a Place of Power of unimagined strength with additional properties unlike anything else in the world. It could be the hiding place of a lost warrior, suspended in time until needed. It could be nothing at all. Whatever the Order of Thule is chasing, the location will be difficult to reach, so the Cast can only be inserted so far; they must go the rest of the way on their own through a hostile climate.

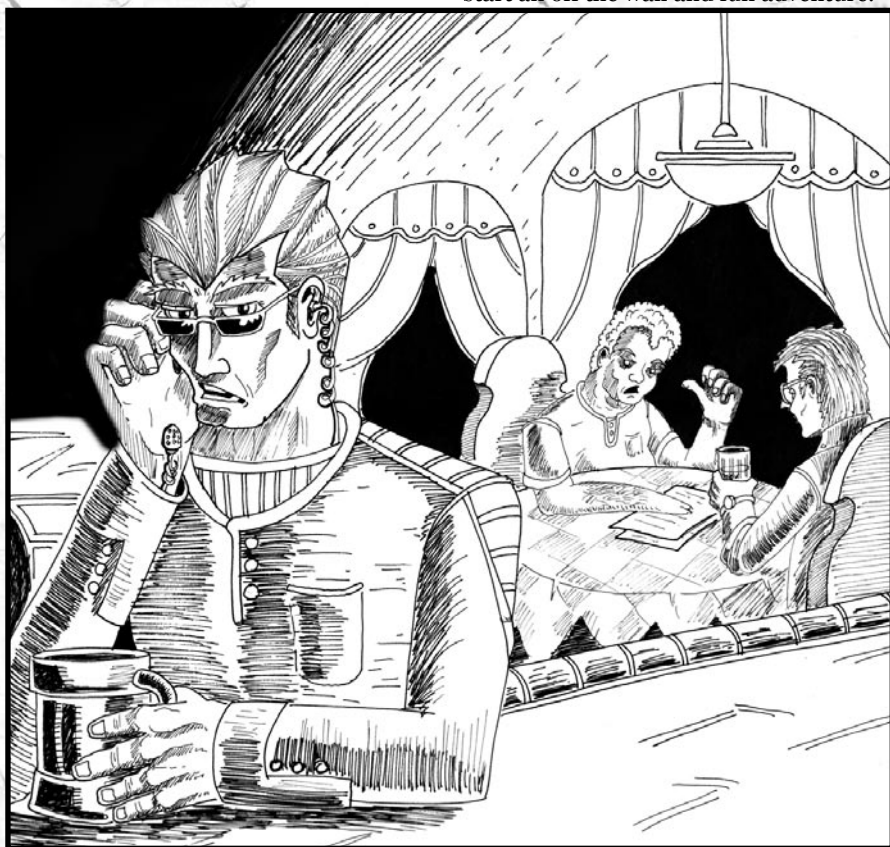
Aside from the perils of getting there, the Cast will have to deal with the Order of Thule itself and the AoR soldiers it has

brought along for security. The soldiers will form concentric perimeters around the location, hoping to destroy intruders outright or, at the very least, delay them long enough for the Order to complete its mission. Add to the mix a few unique obstacles—a stalking Shaitan or vampyre assassin, for instance—and the Cast will have a run for its money. If they make it to the site, it will be a race to get whatever is there before the Order of Thule, if it is not already too late, in which case the item will have to be stolen or destroyed regardless of the cost.

The Randomized Adventure Assistant (RAA)

Sometimes a Chronicler is caught unaware or does not have sufficient time to prepare and must pull an adventure out of a hat. Follow the RAA's steps, from 1 to 5, and you will be provided with a basic adventure structure. Hopefully, ideas will leap at you as you go through the process, allowing you to round out the plot and goals. The list of possibilities, although extensive, is not exhaustive. Chroniclers should substitute items as they desire, or add more tables to suit their imagination and needs.

Sometimes a roll may not seem to make sense—such occurrences are largely unavoidable in a system such as this—but it does not necessarily have to be so. A roll that initially seems outlandish or far too unusual may just be the odd circumstances the Chronicler needs to kick start an off the wall and fun adventure.



Chapter 9

Step 1) Operation Target (Roll Varies)

CAMPAIGN TYPE

AIR-TO-AIR (D10)

1 to 3 AoR Bomber Flight

4 to 6 AoR Fighter Flight

7 to 9 AoR Strike Fighter Flight

10 AoR Spy Plane

AIR STRIKE/SUPPORT (D8)

1 Supply/Manufacturing Facility

2 Military Facility (Air Wing)

3 Military Facility (Army)

4 Military Facility (Fleet)

5 Military Facility (Special)

6 AoR Troops (D10)

1 to 2 Grounded Aircraft

3 to 4 Troops in Transit

5 to 6 Troops in Reinforced Position

7 to 8 Scouts

9 to 10 Artillery

7 Anti-Radar/SAM Site

8 Watercraft (D4)

1 to 2 In Transit

3 to 4 Docked

GROUND POUNDER (D10)

1 to 6 AoR Regulars

7 to 8 AoR Elite Troops

9 Civilians

10 AoR Metaphysics/
Supernatural Troops

NAVAL SHIP (D10)

1 to 3 Submarine

4 to 6 Single Surface Vessel

7 to 9 Surface Convoy

10 Land Target (D4)

1 AoR Troops

2 Allied Troops

3 AoR Position/Facility

4 Allied Position/Facility

POLICE/SWAT (D10)

1 AoR Insurgents

2 Fifth Columnists/Cultists

3 Supernatural Creature

4 Metaphysics Wielder

War Stories

5 to 7	Normal Civilian
8	Prominent Civilian
9	Police/Government Employee
10	Military

SUBMARINE (D10)

1 to 3	Submarine
4 to 6	Single Surface Vessel
7 to 9	Surface Convoy
10	Land Target

SPECIAL OPERATIONS (D8)

Enemy Troops (D10)		
1 TO 4	1 to 4	AoR Regulars
	5 to 6	AoR Elite Troops
	7	AoR Metaphysics/Supernatural Troops
	8	Immobile Aircraft/Vehicle/Watercraft
	9	Artillery
5 TO 6	10	Soul Police
	Enemy Facility (D10)	
	1 to 2	Supply/Manufacturing
	3 to 4	Military (Air Wing)
	5 to 6	Military (Army)
7 TO 8	7 to 8	Military (Fleet)
	9	Military (Special)
	10	Collaborating Government
	Civilian (D4)	
7 TO 8	1	Guerillas/Resistance
	2	Collaborators
	3	VIP, Friendly
	4	VIP, Enemy

UNDERGROUND MOVEMENT (D10)

AoR Soldiers (D10)		
1 TO 5	1 to 2	Garrison
	3 to 4	Patrol
	5 to 6	Troop Convoy
	7 to 8	Supply Convoy
	9 to 10	Depot
6 TO 7	Soul Police (D8)	
	1 to 5	Criminal Branch
	6	Ecclesiastic Branch
	7 to 8	Special Branch
8 TO 9	VIP (D4)	
	1 to 2	Friendly

Chapter 9

8 TO 9 CONT'D

3 TO 4 ENEMY

ALLIED TROOPS (D6)

10

1 TO 2 DOWNED PILOT/SAILORS

3 TO 4 Elite Soldier(s)

5 to 6 Massed Troops

Step 2) Operation Purpose (Roll Varies)

TARGET

AIR-TO-AIR

AOR BOMBER, FIGHTER OR STRIKE FIGHTER FLIGHT, OR SPY PLANE* (D4)

1 to 2 Stop target from penetrating friendly air space

3 to 4 Lend support to another operation by killing the target or chasing it away

AIR STRIKE/SUPPORT

SUPPLY/MANUFACTURING FACILITY OR ANY MILITARY FACILITY, GROUNDED AIRCRAFT* (D4)

1 Strike Mission: Cause as much damage as possible

2 Gather intelligence on the facility

3 Provide laser targeting for ground or aerial strike

4 Surgical Strike: Attack a specific part of the facility

TROOPS IN TRANSIT, TROOPS IN REINFORCED POSITION, SCOUTS, ARTILLERY, OR ANTI-RADAR/SAM SITE (D4)

1 Strike Mission: Cause as much damage as possible

2 Gather intelligence

3 Provide laser targeting for ground or aerial strike

4 Surgical Strike: Attack a specific target

WATERCRAFT* (D4)

1 to 3 Sink

4 Gather Intelligence On

GROUND POUNDER

AOR REGULARS, ELITE OR METAPHYSICS/SUPERNATURAL TROOPS (D4)

1 Defend Position Against

2 Attack Fortified Position

3 Attack In Transit

4 Capture and Hold Fortified Position

NAVAL SHIP

SUBMARINE, SINGLE SURFACE VESSEL OR CONVOY* (D10)

1 to 4 Find and Sink

5 Decoy to Desired Location

6 Refuel/Re-supply (Friendly)

7 Capture

8 Rendezvous to Accept Object/Data/Personnel (Friendly)

9 to 10 Escort (Friendly)

LAND TARGET, AOR (D4)

- 1 to 3 Bombard
- 4 Distract

LAND TARGET, ALLIED (D6)

- 1 Re-supply
- 2 to 5 Provide Fire Support For
- 6 Evacuate

POLICE (ALL) (D8)

- 1 to 2 Investigate
- 3 to 6 Capture
- 7 to 8 Tail and Gather Information

SWAT (ALL) (D10)

- 1 Contain for Feds/Military
- 2 to 3 Kill
- 4 to 7 Capture
- 8 Support Others (Beat Cops, Feds, Military, etc.)
- 9 to 10 Prevent Action (Bombing, Hostage Killing, etc.)

SUBMARINE

SUBMARINE, SINGLE SURFACE VESSEL OR CONVOY* (D10)

- 1 to 6 Find and Sink
- 7 to 8 Decoy to Desired Location
- 9 Rendezvous to Accept Object/Data/Personnel (Friendly)
- 10 Escort (Friendly)

LAND BASED TARGET

- 1 to 2 Infiltrate Friendly Troops
- 3 to 4 Extract Friendly Troops

SPECIAL OPERATIONS

AOR REGULARS, ELITE OR METAPHYSICS/SUPERNATURAL TROOPS, OR SOUL POLICE (D10)

- 1 to 3 Surgical Strike (Officer Assassination, Supply Destruction, etc.)
- 4 to 6 Ambush
- 7 Steal Something From
- 8 Conduct Psychological Warfare Against
- 9 to 10 Gather Intelligence On

IMMOBILE AIRCRAFT/VEHICLE/WATERCRAFT OR ARTILLERY (D6)

- 1 to 2 Destroy
- 3 Laser Targeting for Artillery or Air Strike
- 4 Sabotage
- 5 to 6 Gather Intelligence On

ENEMY FACILITY (ALL) (D10)

- 1 to 2 Destroy
- 3 to 4 Laser Targeting for Artillery or Air Strike
- 5 to 6 Sabotage

Chapter 9

7 to 8 Steal Something From

9 to 10 Gather Intelligence On

GUERRILLAS/RESISTANCE (D4)

1 Train

2 Deliver Equipment To

3 Recover Something/Intelligence From

4 Assist in Action (roll as per Underground Movement)

VIP, FRIENDLY (D4)

1 to 2 Help Escape

3 to 4 Give Intelligence To

5 to 6 Protect/Escort

7 to 8 Recruit

9 to 10 Roll As Enemy VIP

VIP, ENEMY, COLLABORATORS (D8)

1 Kidnap

2 to 3 Assassinate

4 Impersonate

5 Steal From

6 Mislead

7 Frame

8 Roll As Friendly VIP

UNDERGROUND MOVEMENT

AOR SOLDIERS (D8)

1 to 4 Attack

5 Lead Away

6 Gather Intelligence On

7 to 8 Defend Against

SOUL POLICE (D10)

1 to 4 Attack

5 to 6 Evade

7 to 8 Spread Misinformation

9 Propaganda Campaign, For

10 Propaganda Campaign, Against

VIP, FRIENDLYAS SPECIAL OPERATIONS

VIP, ENEMYAS SPECIAL OPERATIONS

ASSIST ALLIED TROOPS (ALL) (D10)

1 to 2 Aid in Escape/Hiding

3 to 4 Guide

5 to 6 Provide Intelligence To

7 to 8 Get Intelligence From

9 to 10 Aid In Attack

* Skip Step 3, 4, and 5, unless you desire to know what is near the target or the general area's location

War Stories

Step 3) Primary Location – Continent/Region (Roll D10)

THE AMERICAS (D10)		
1 TO 4	1 to 5	North America
	6 to 7	Central America
	8 to 9	South America
	10	Caribbean
EURASIA (D8)		
5 TO 8	1 to 3	Europe
	4 to 5	Asia
	6 to 8	Middle East
INDEPENDENT (D6)		
9	1 to 2	Australia
	3 to 4	Africa
	5 to 6	Oceania
UNUSUAL (D4)		
10	1 to 2	Polar (skip to Step 5)
	3 to 4	Open Water (skip to Step 5)

Step 4) Secondary Location – Community (Roll D6)

1 TO 2	Urban: A city or large town with a dense population.
3 TO 4	Rural: A town or smaller community in the countryside.
5	Isolated Rural: A town or smaller community in the countryside, far from other noteworthy communities.
6	Isolated Site: An area or place away from any noteworthy communities.

Step 5) Tertiary Location – Site (Roll Varies)

TERTIARY LOCATION

URBAN (D10)

HIGH-RISE (D4)

1	1	Corporate
	2	Commercial
	3	Residential
	4	Government

INDUSTRIAL PARK (D6)

2	1 to 2	Factory, Non-Hazardous
	3 to 4	Factory, Hazardous
	5 to 6	Warehouse/Storage

EDUCATION (D4)

3	1	Nursery/Daycare
	2	Elementary/Grade School
	3	High-School
	4	University/College Campus

UTILITIES (D10)

4	1 to 2	Power Station
	3 to 4	Reservoir/Desalinization Plant
	5 to 6	Waste Dump
	7 to 8	Sewers
	9 to 10	Special

Chapter 9

HOUSING (D10)

5

- 1 to 2 High Income/Luxury
- 3 to 4 Mid Income
- 5 to 6 Low Income
- 7 to 8 Slums

9
to 10 Suburbs

COMMERCIAL (D10)

6 TO 7

- 1
to 2 Business, Small
- 3 to 4 Business, Small
- 5 to 6 Plaza
- 7 to 8 Mall, Small
- 9 to 10 Mall, Large

SERVICES (D10)

8

- 1 to 2 Military Depot/Staging Point
- 3 Fire Station
- 4 Police Station
- 5 Postal Office
- 6 Garbage Dump
- 7 Medical Clinic
- 8 Prison
- 9 Hospital, Medical
- 10 Hospital, Psychiatric

ENTERTAINMENT (D10)

9

- 1 Zoo
- 2 Theater
- 3 Concert Hall
- 4 Public Park
- 5 Sports Arena/Stadium
- 6 Bar/Restaurant
- 7 TV Station
- 8 Newspaper Office
- 9 Radio Station
- 10 Theme/Entertainment Park

Transportation (D10)

10

- 1 to 2 Airport
- 3 to 4 Docks
- 5 to 6 Train Depot
- 7 to 8 Bus Depot
- 9 to 10 Subway/Elevated Train Station

RURAL/ISOLATED RURAL (D4)

1

Housing Area

	2	Isolated House
	3	Farm/Ranch
	4	Fortified Site
ISOLATED SITE (D10)		
	1	Caves
	2	Forest/Jungle
	3	Open Area, Non-Hostile
	4	Open Area, Hostile
	5	Oil Drill/Mine
	6	Lake
	7	Fortified Site
	8	Tourist Attraction/Landmark
	9	Military Base
	10	Research Facility
POLAR (D6)		
	1	Radar Station, Enemy
	2	Radar Station, Allied
	3	Science Outpost, Enemy
	4	Science Outpost, Allied
	5	Military Facility, Allied
	6	Military Facility, Enemy
OPEN WATER (D10)		
	Vessel in Transit (D4)	
1 TO 3	1	Military, Enemy
	2	Military, Allied
	3	Consumer
	4	Entertainment/Passenger
	Vessel Dead in the Water (D4)	
4 TO 6	1	Military, Enemy
	2	Military, Allied
	3	Consumer
	4	Entertainment/Passenger
	Abandoned Vessel (D4)	
7 TO 9	1	Military, Enemy
	2	Military, Allied
	3	Consumer
	4	Entertainment/Passenger
	Oil Derrick (D6)	
10	1 to 2	Enemy
	3 to 4	Neutral
	5 to 6	Allied

Chapter 9

Let us look at how the RAA could be used to roll up an adventure's elements, and how those elements are then fleshed-out into a full adventure. We will pretend we are designing a quick adventure for a bunch of infantrymen, using the Ground Pounder entries from one table to the next.

Starting with Step 1, a 4 is rolled, indicating the Cast will face AoR regulars. Moving on to Step 2, a 1 is rolled, so the Cast will be defending a position against AoR regular forces. During Step 3, a 9 is rolled first, followed by a 3, so now we can place the game somewhere in Africa. At Step 4, a 6 is rolled, making the location an isolated site. Finishing with Step 5, an 8 is rolled, indicating a tourist attraction or landmark. Now that we have the fundamental information for the adventure, we will fill in the details.

The Cast Members have been sent to a covert post in North Africa in case the AoR tries outflanking positions in the Middle East. While at their post, the Cast gets word of an amphibious landing in the Nile Delta. The enemy landing craft disgorged an armored reconnaissance unit that is making a run for the Giza Plateau. Intelligence suspects they are a raiding party looking for something important at the site, likely from within one of the pyramids. The Cast is part of a larger force dispatched to prevent the enemy from getting what they seek.

See how simple it is? Just a few raw details can provide the foundation for an adventure.



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ARMAGEDDON

the end times

Armed Force provides detailed information on the American forces waging war against Leviathan's massed armies around the globe, including just about everything you'll need to play as anything from a lowly Army recruit to the ass kicking and name taking elite, such as Navy SEALs or Delta operators.

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